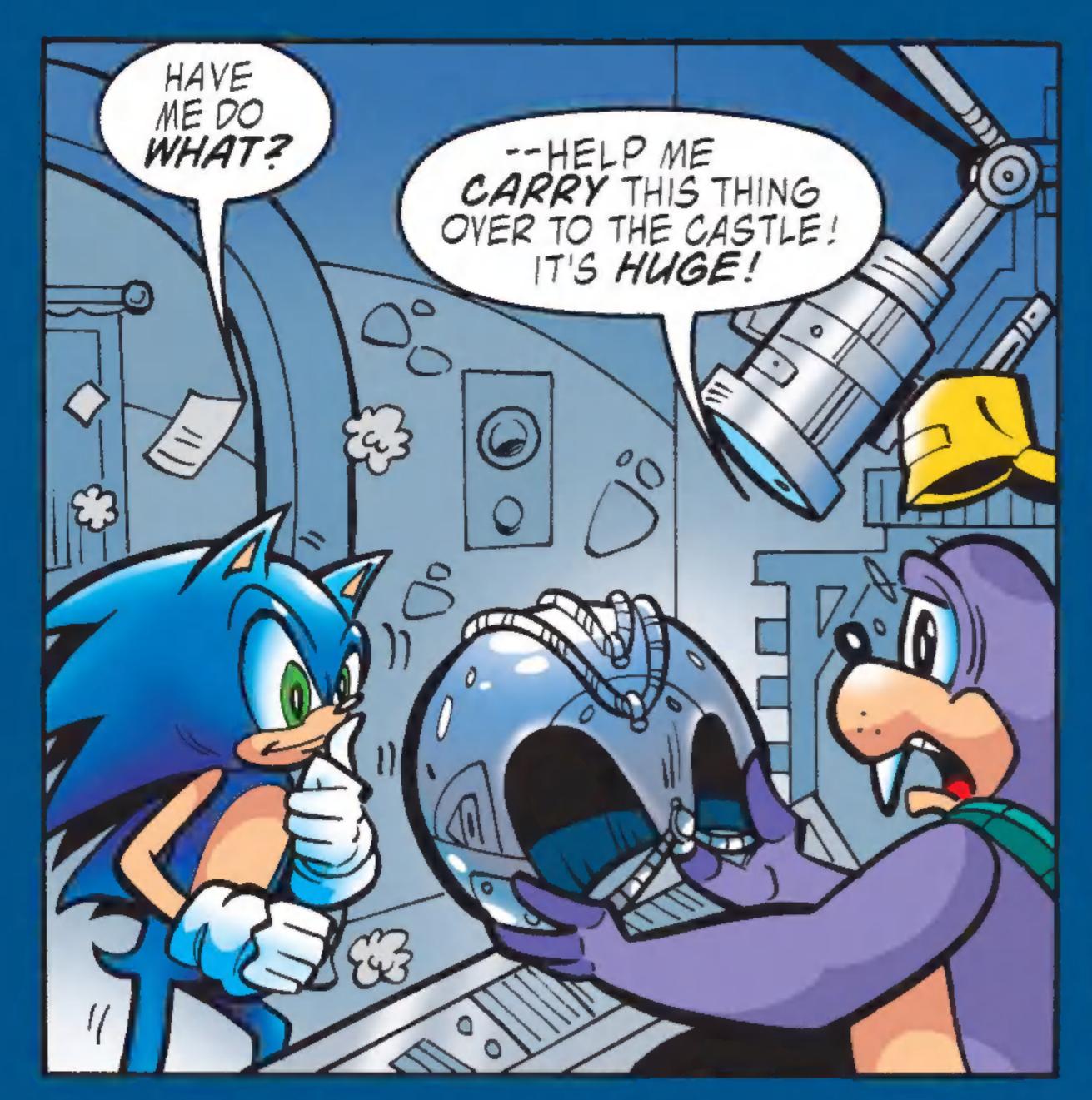
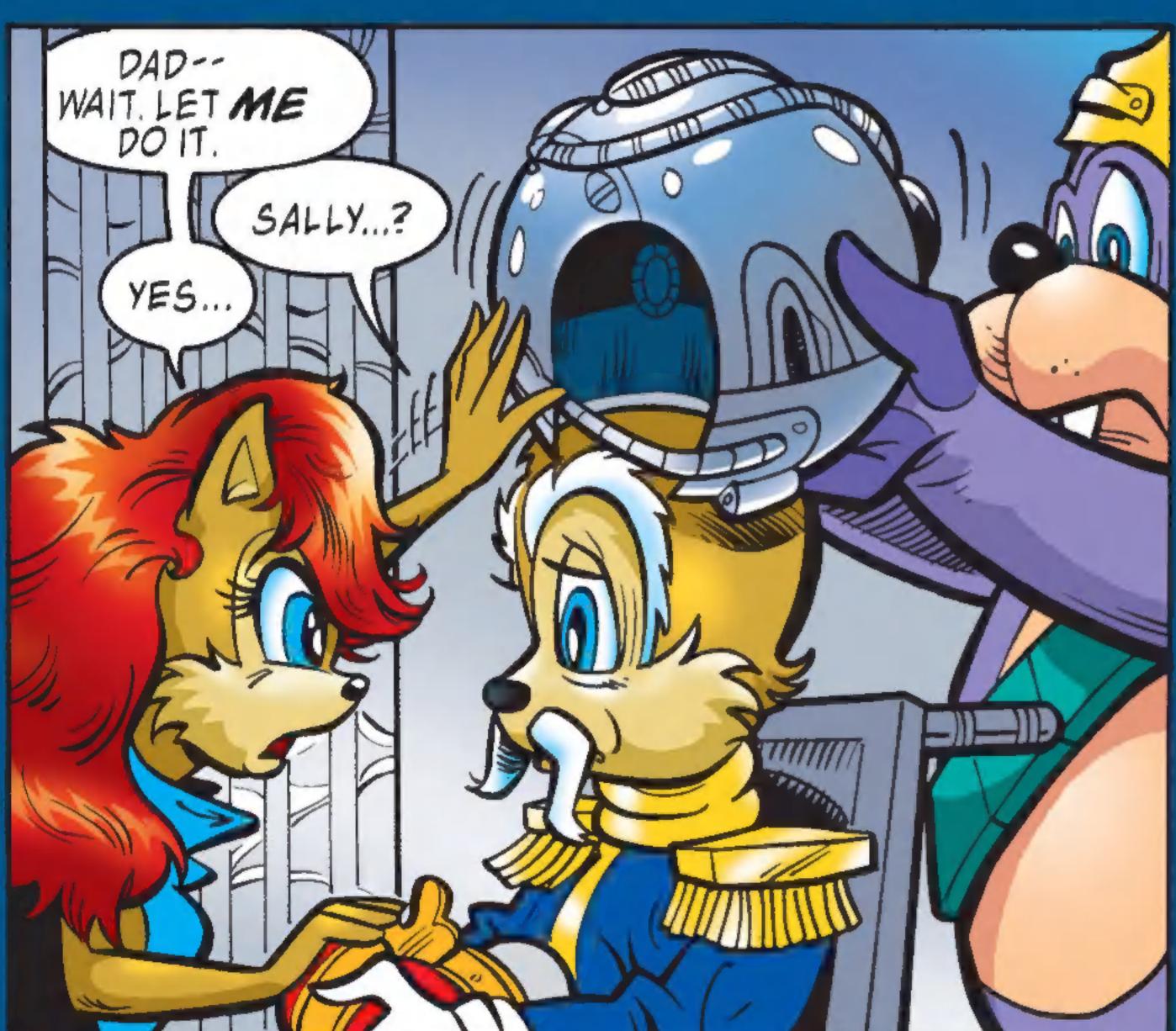


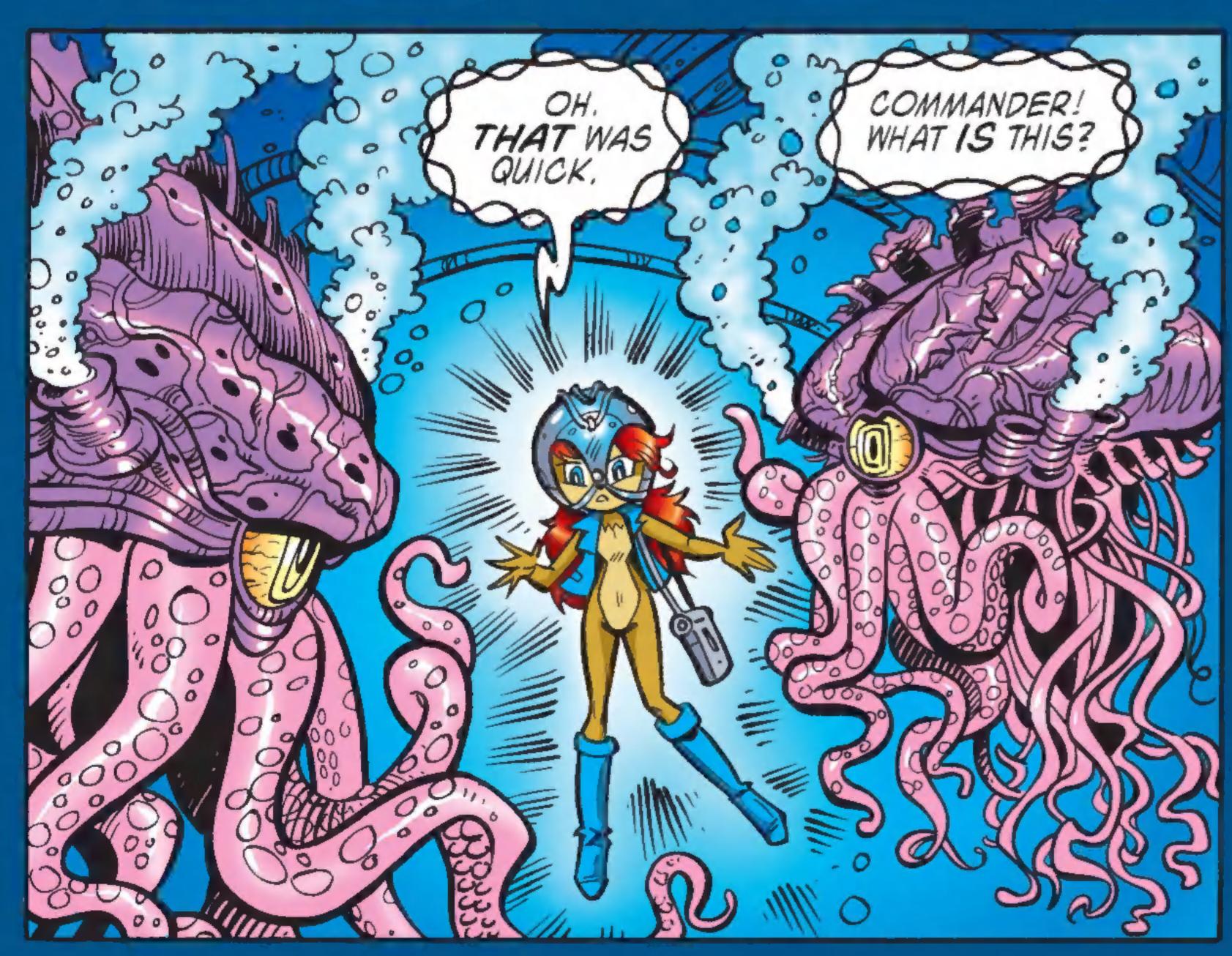
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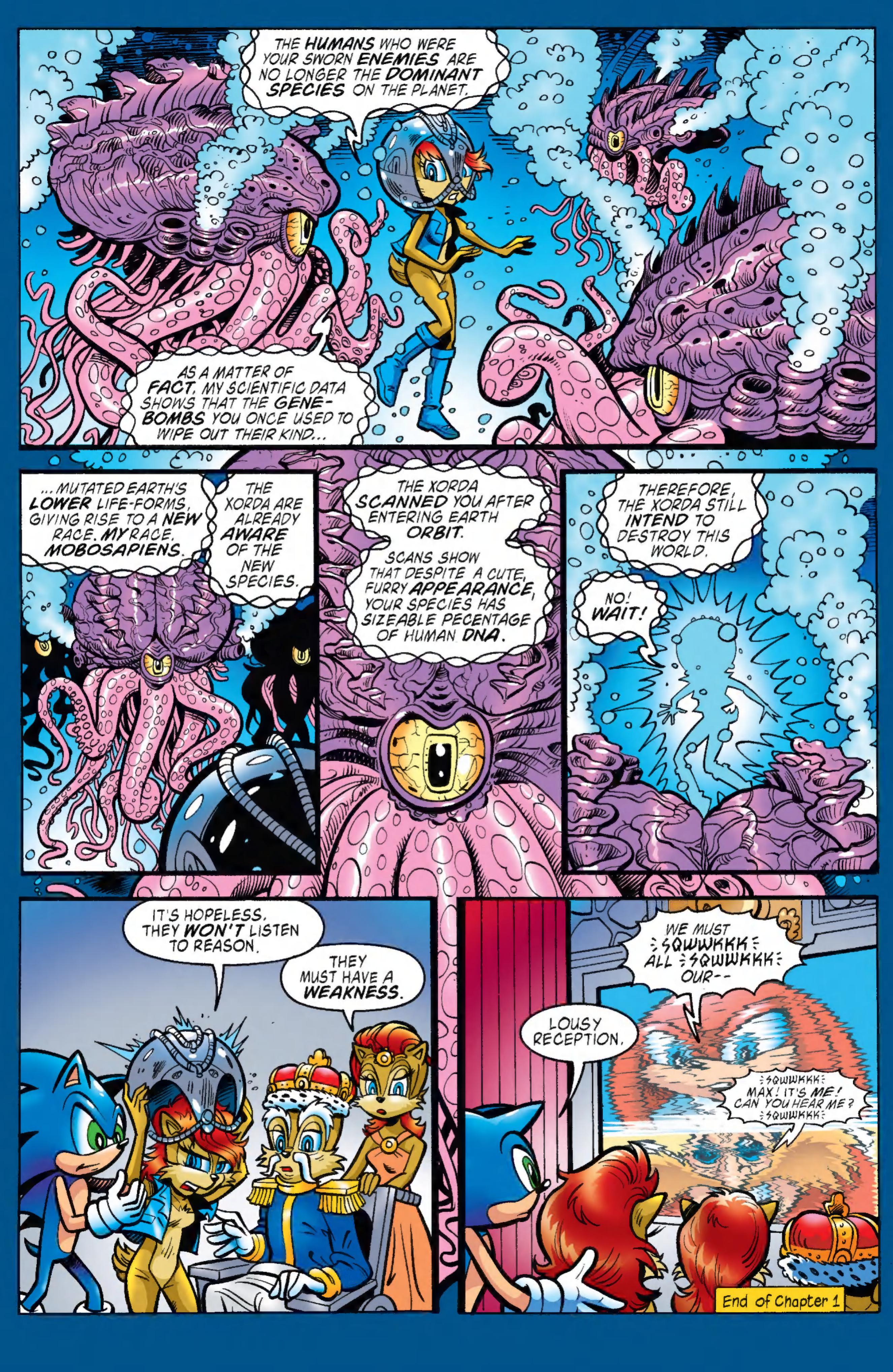


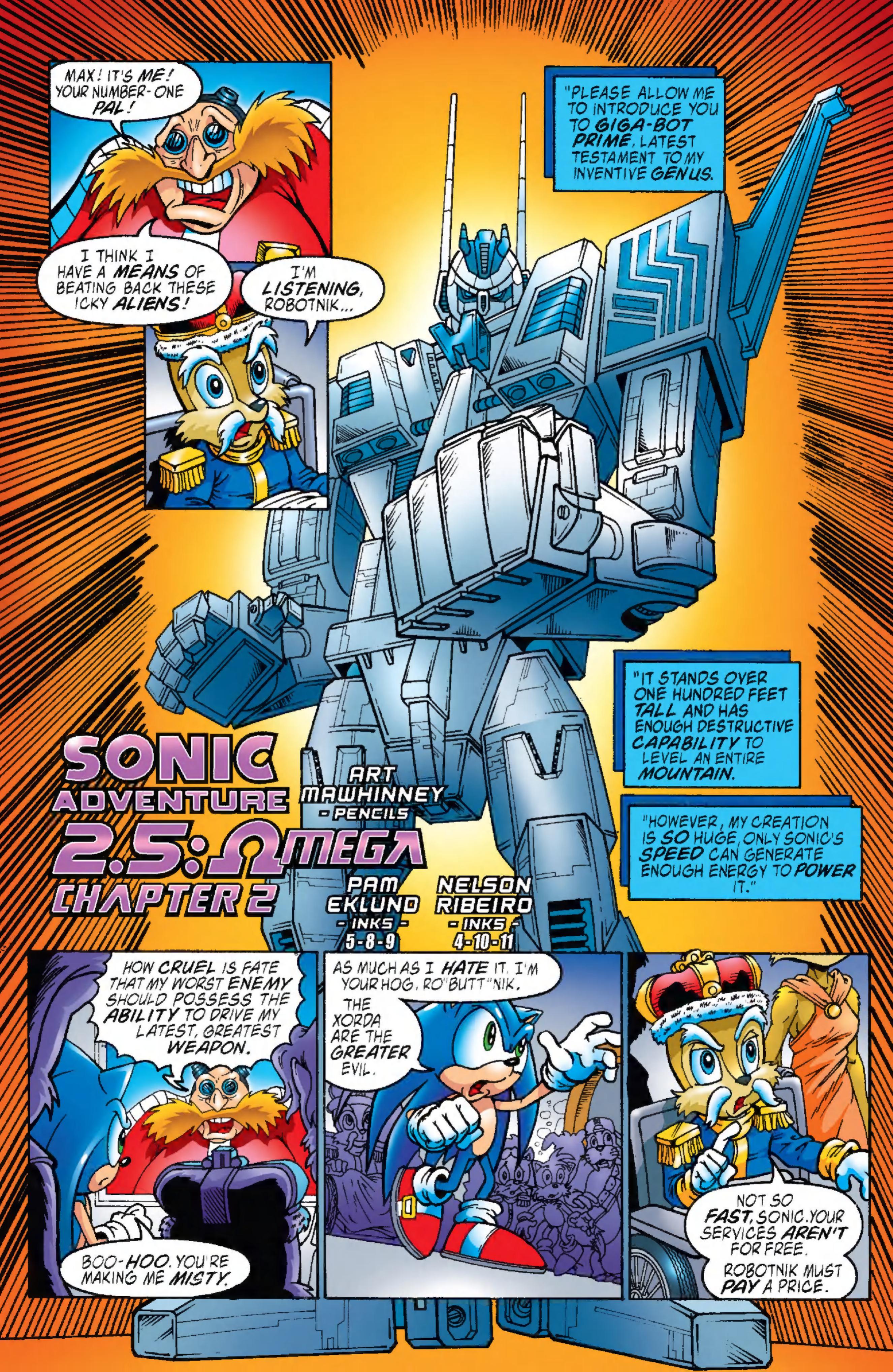




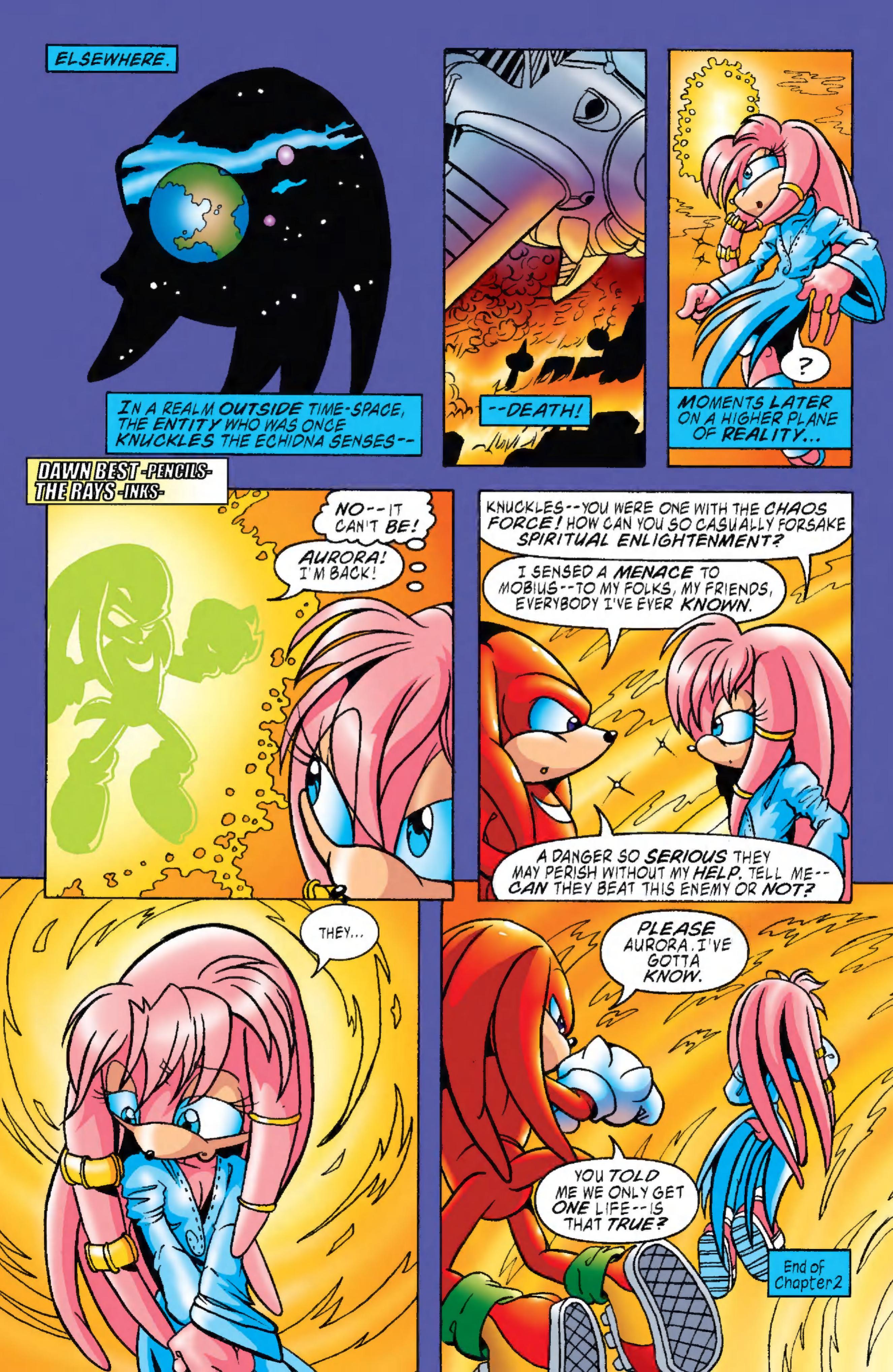






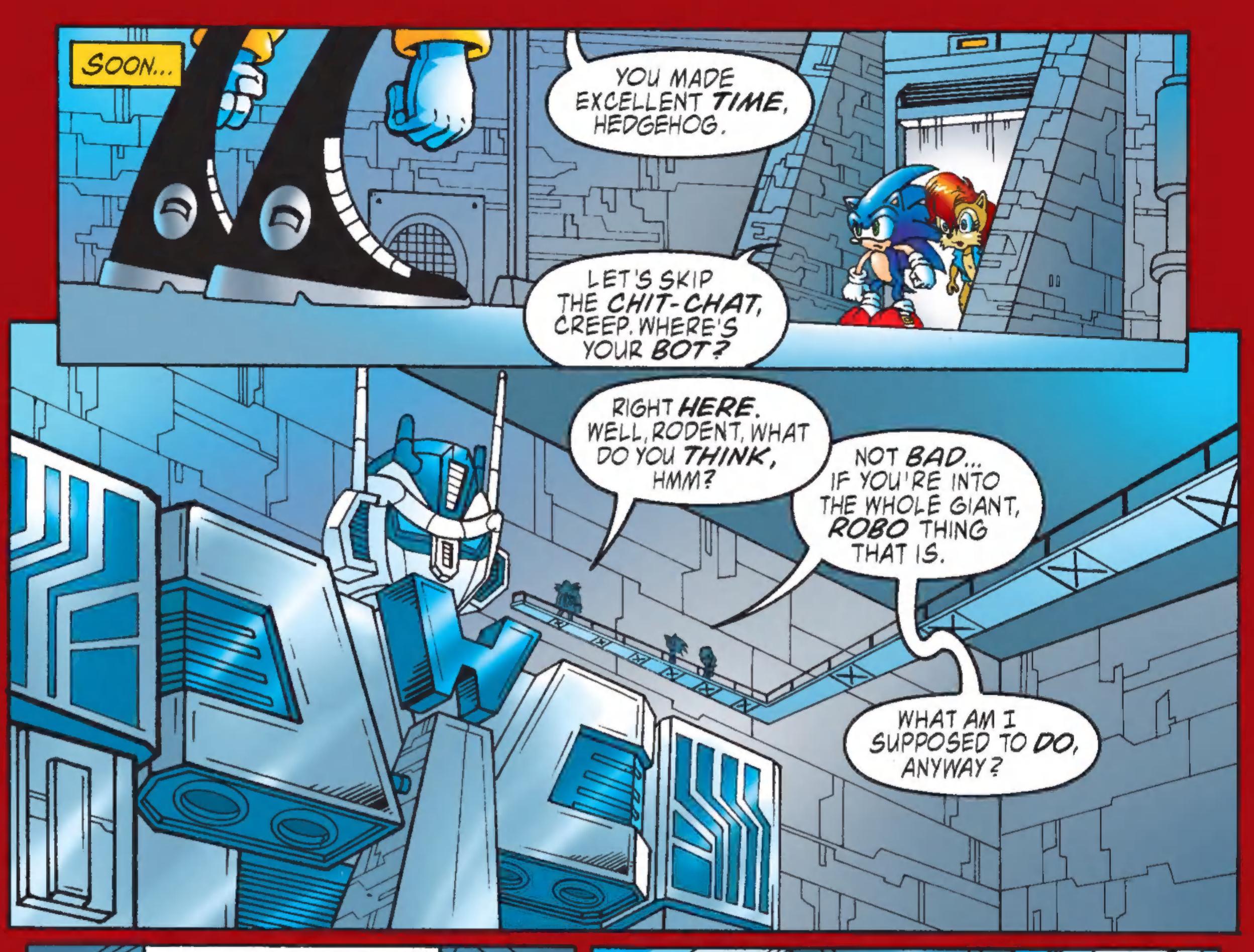


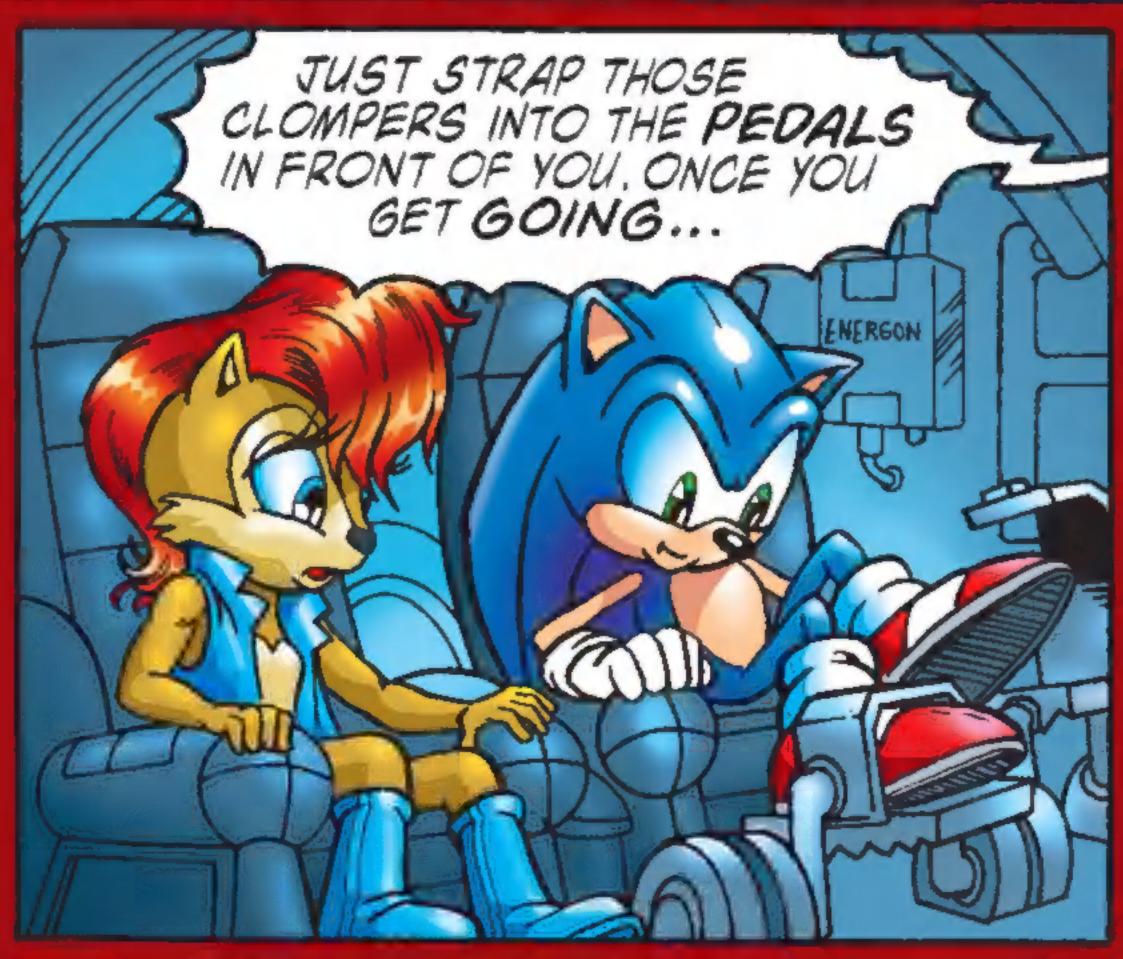


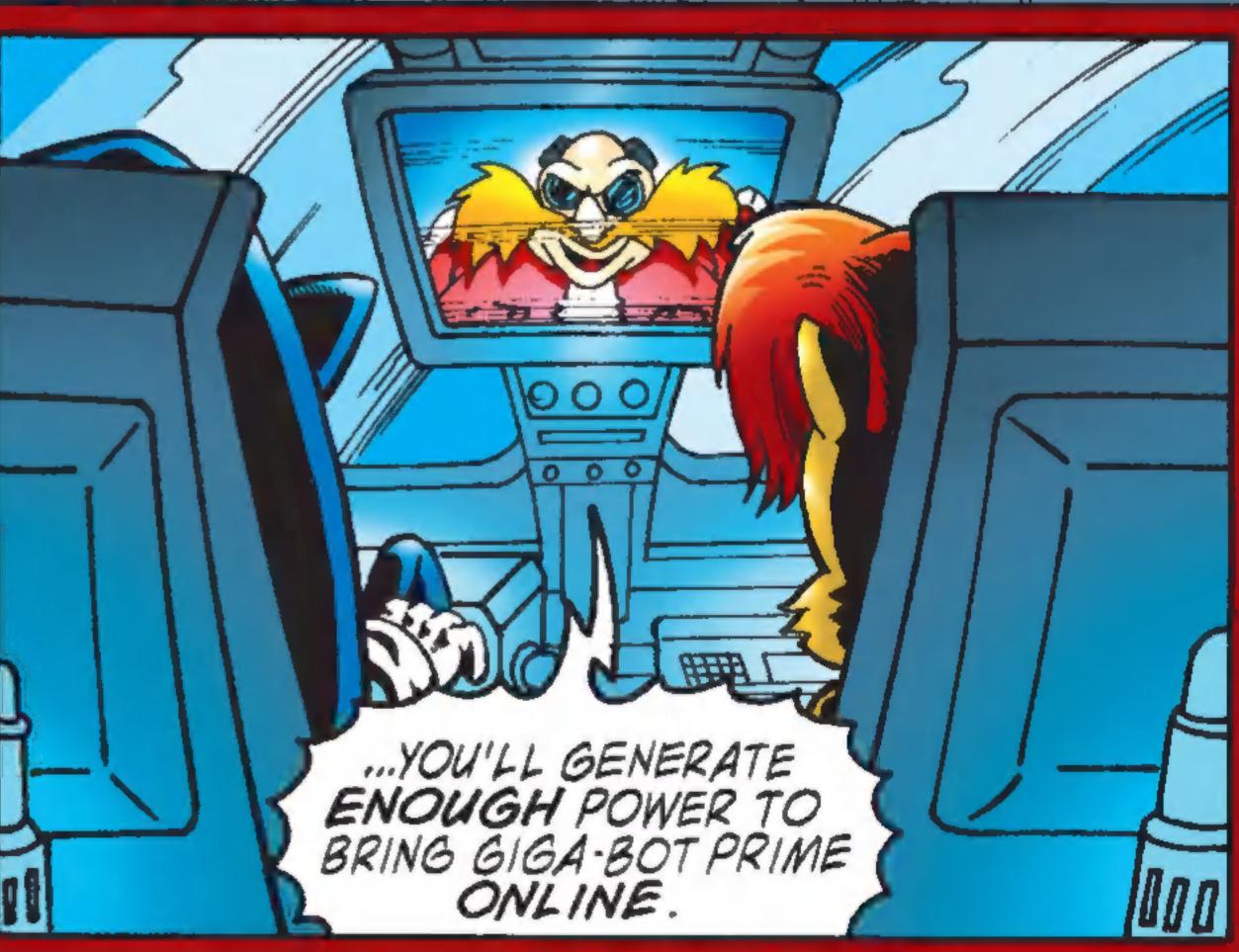




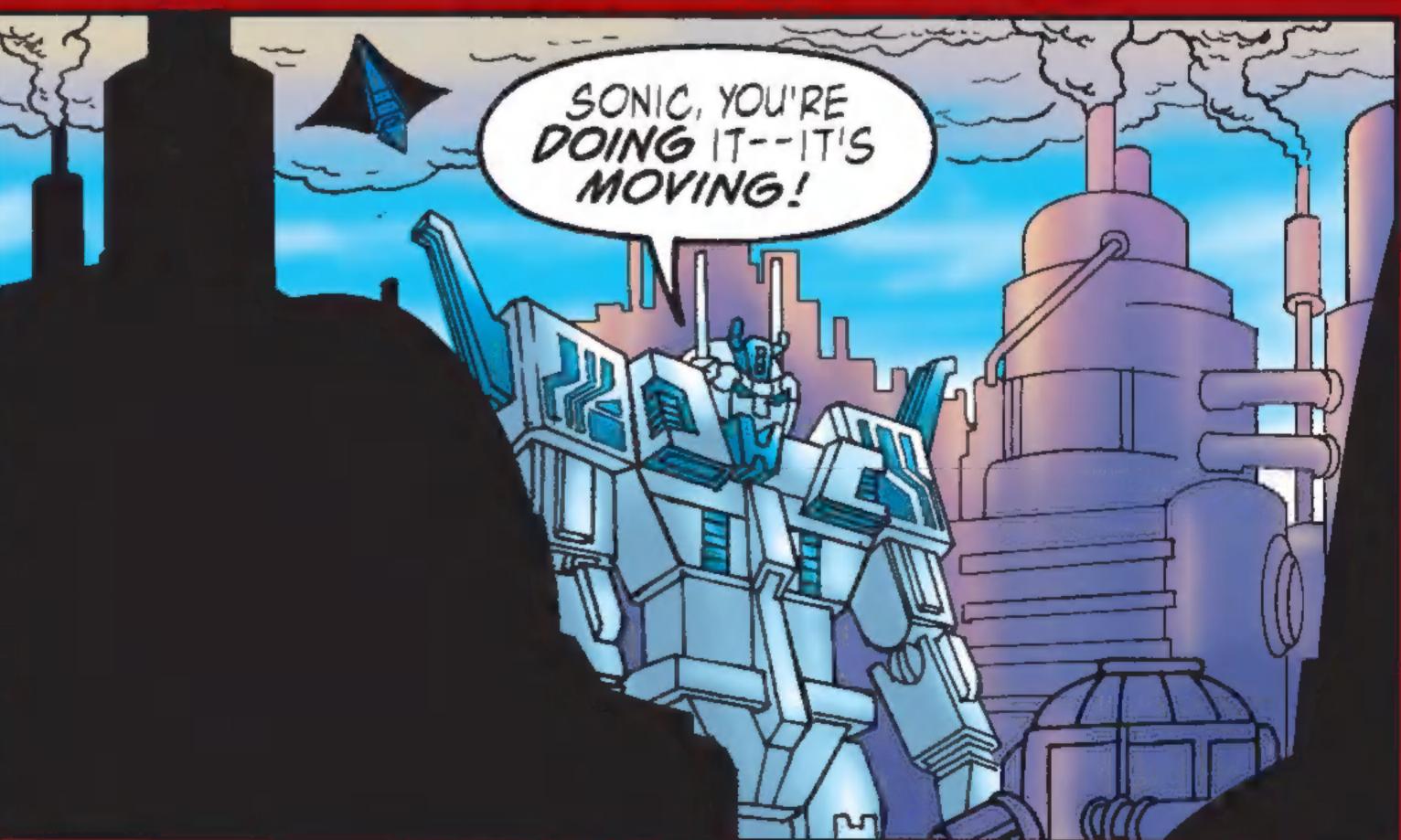


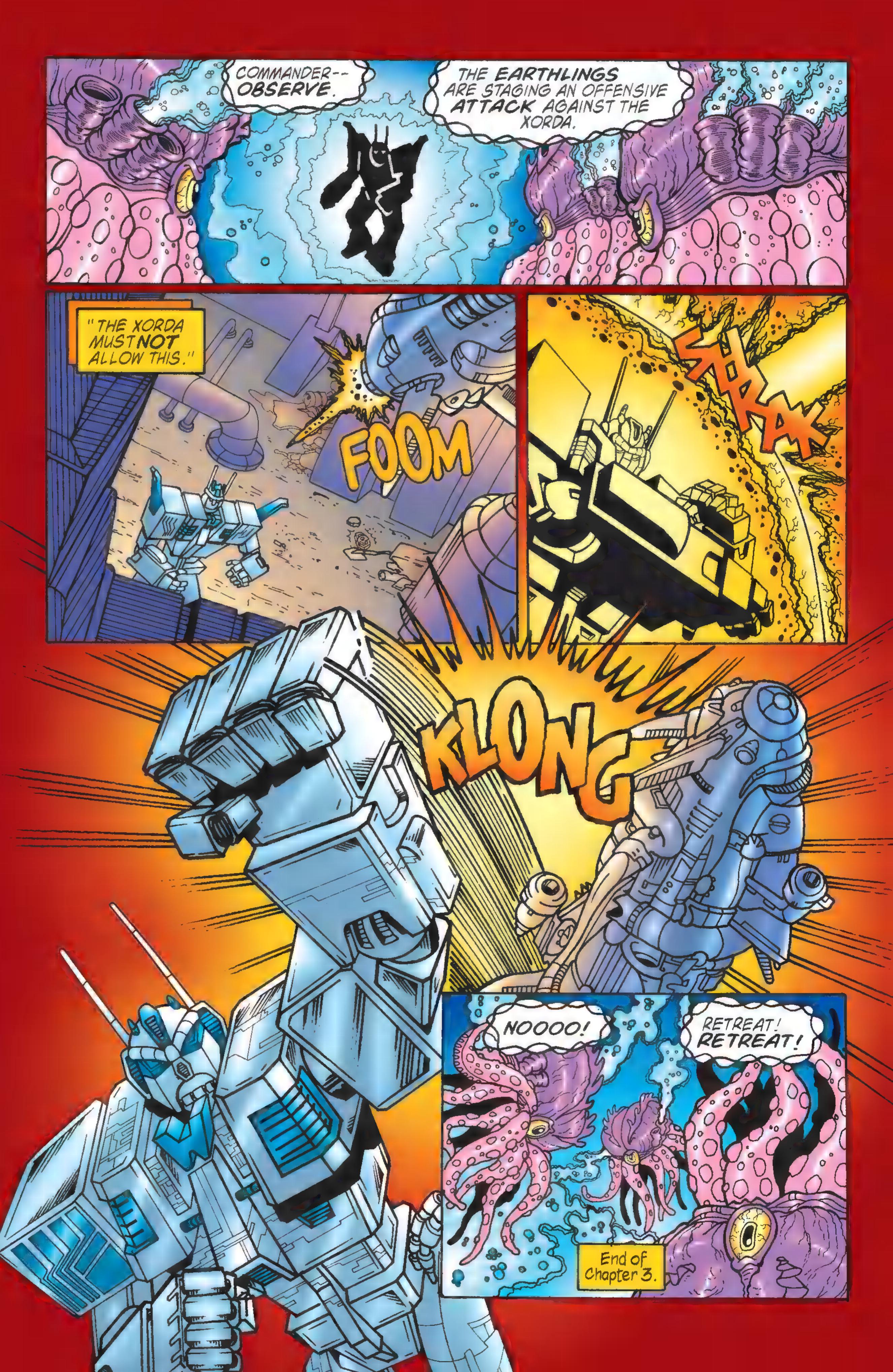


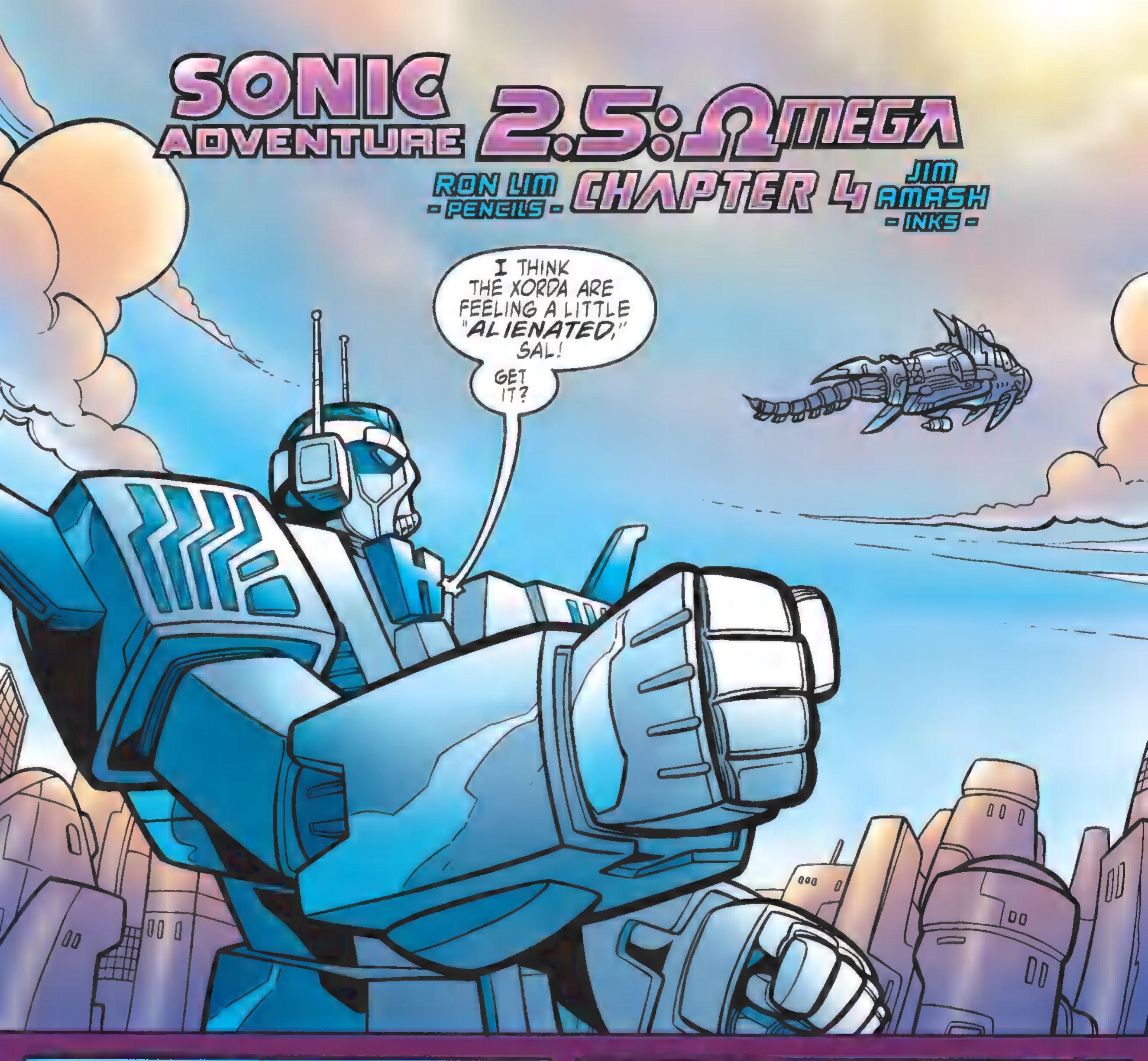


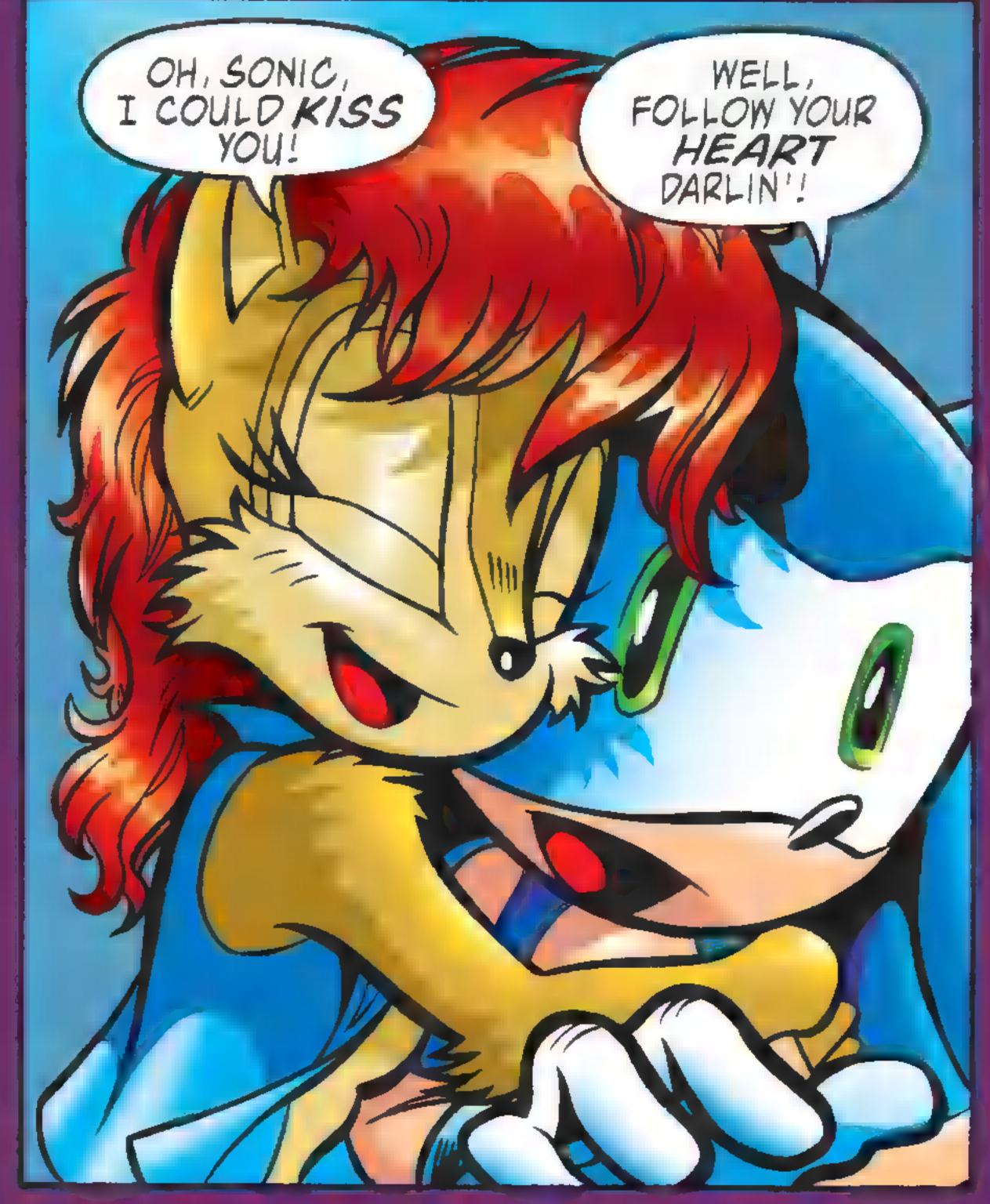








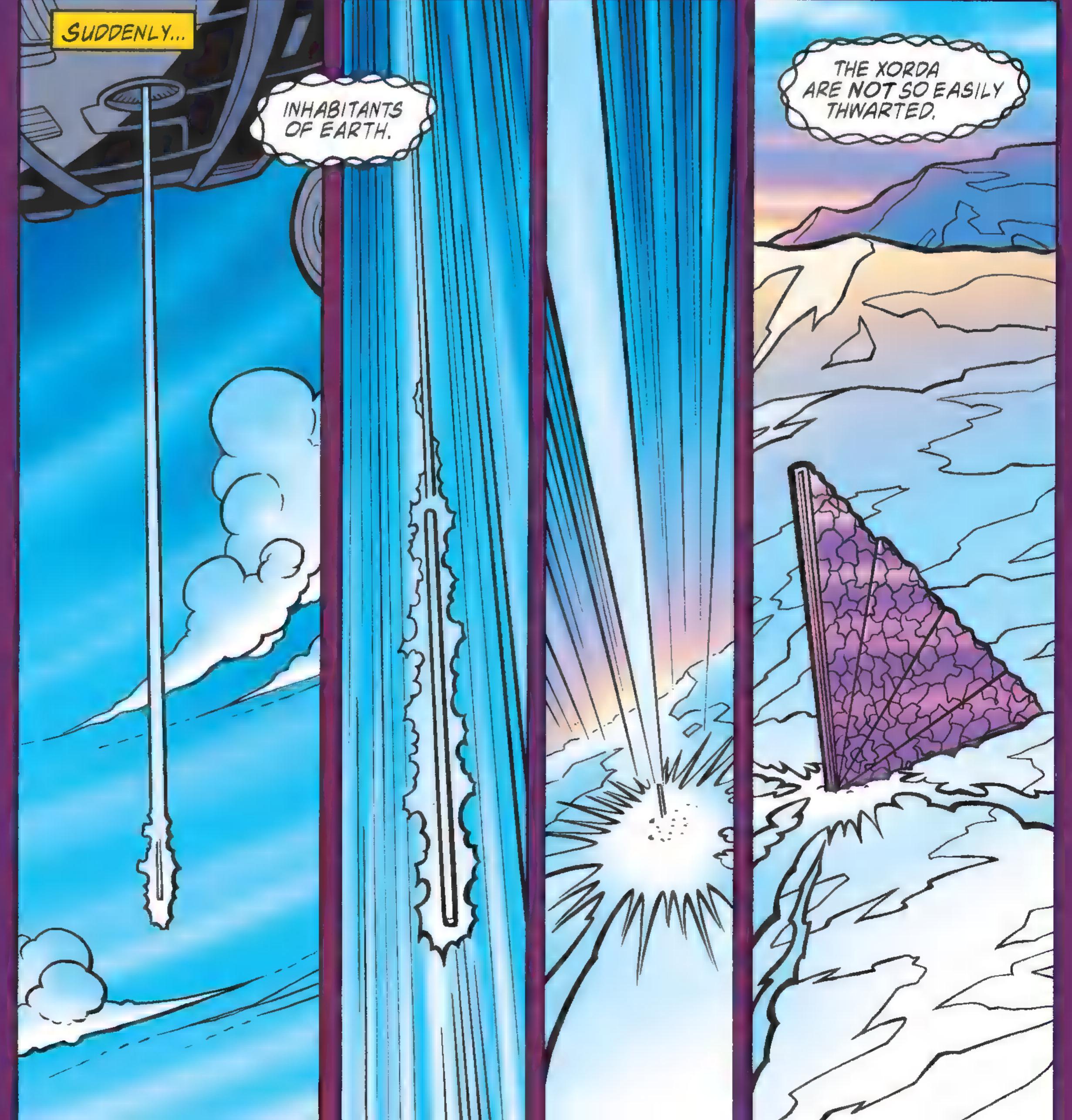


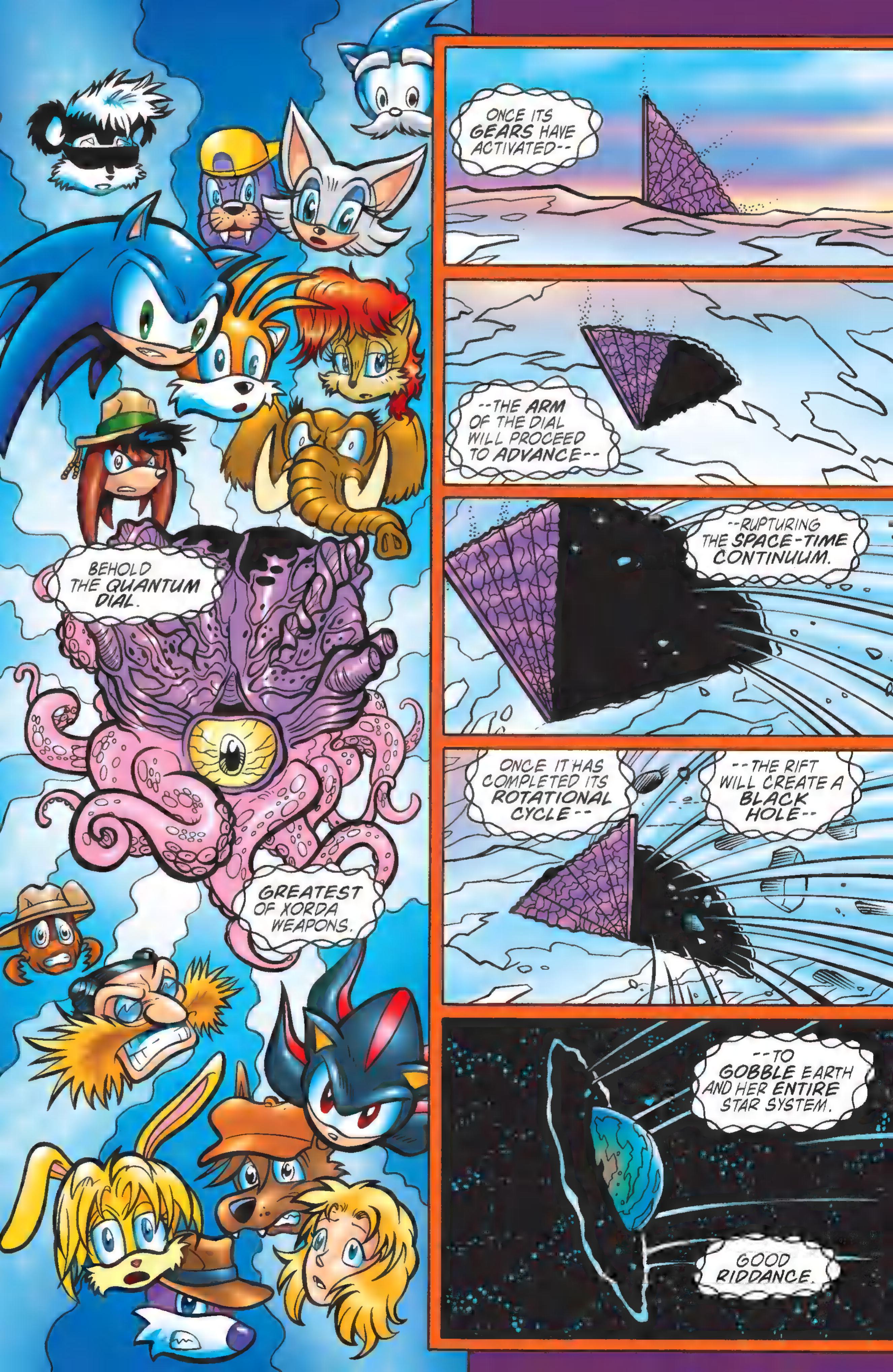


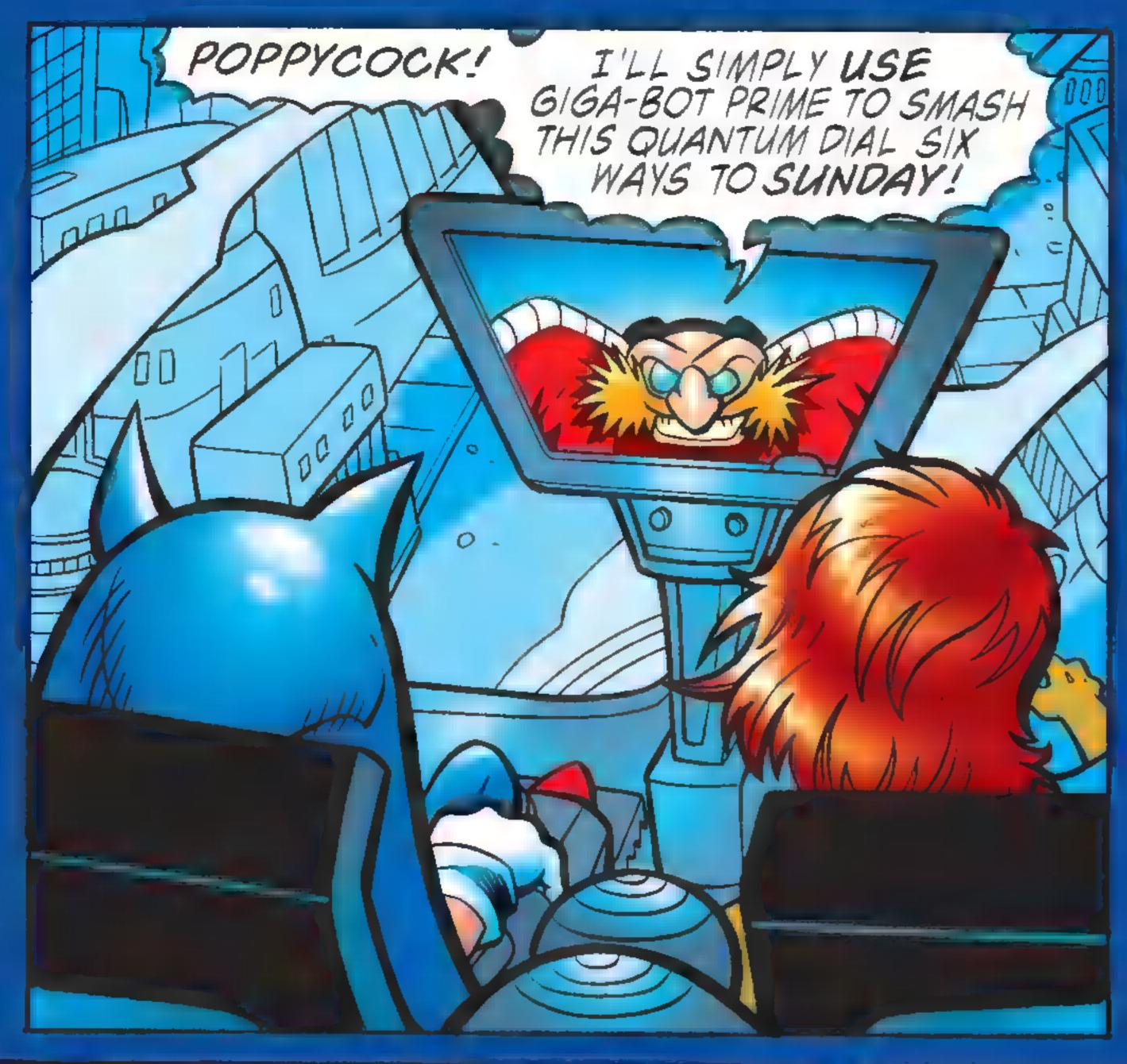


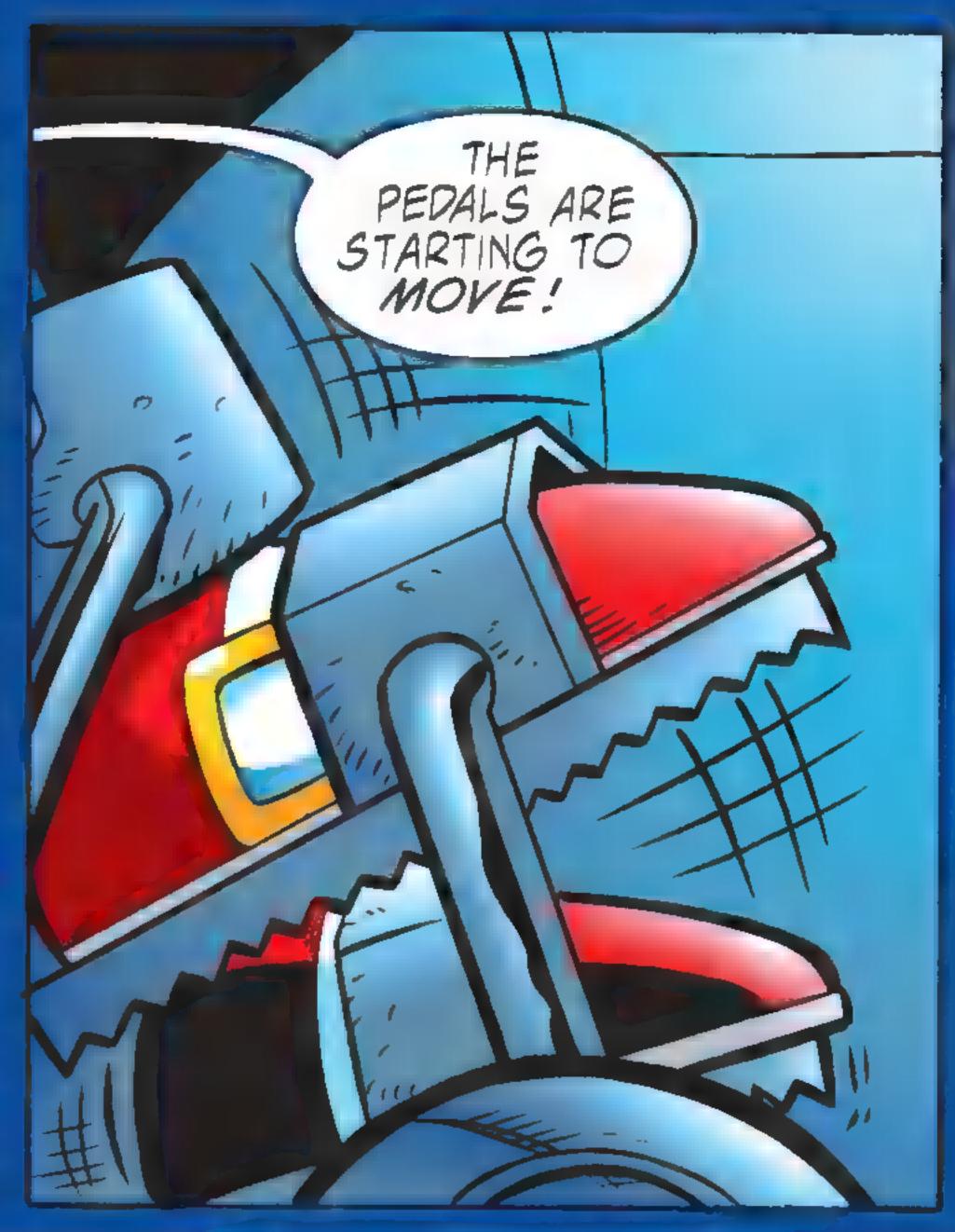




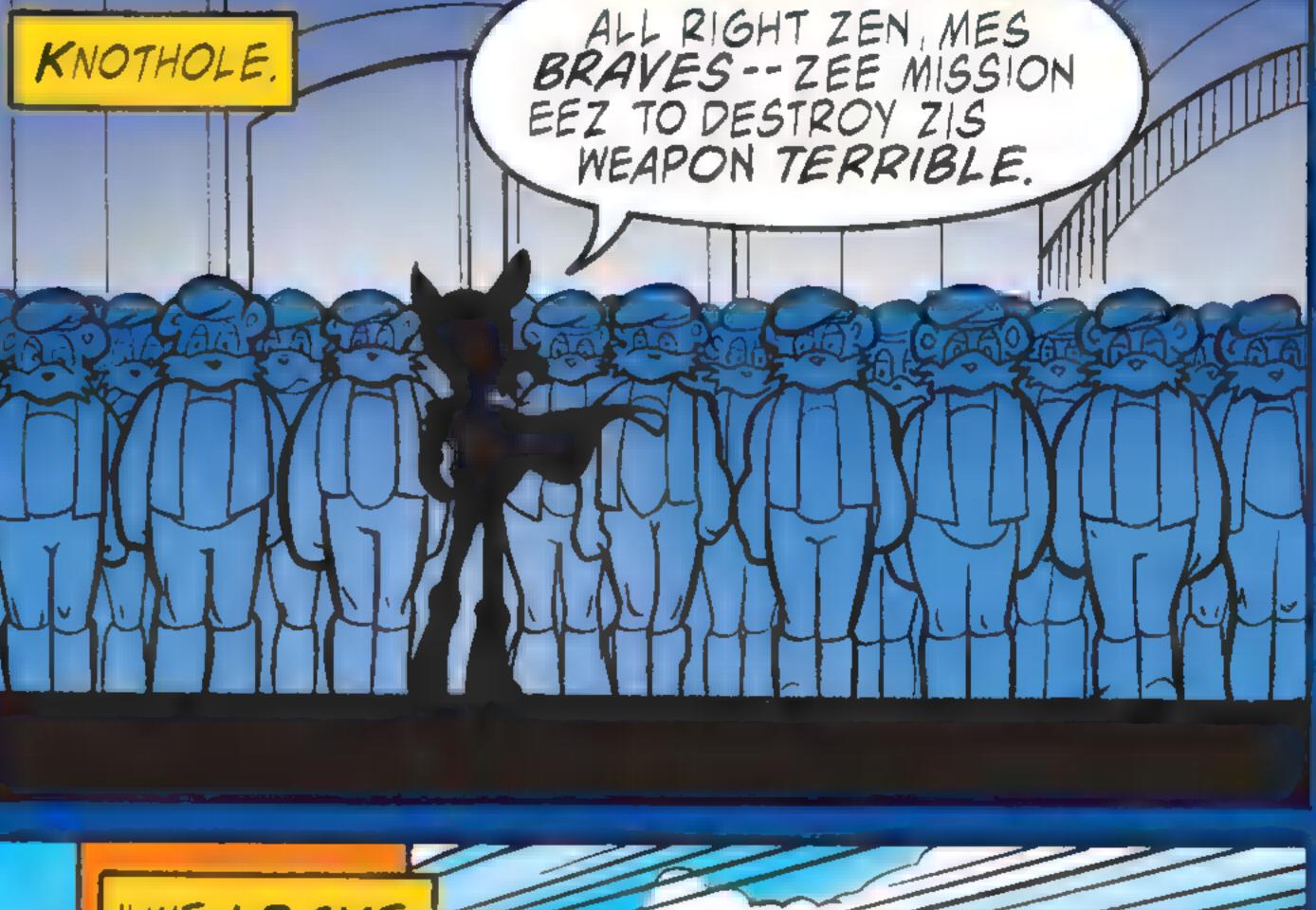


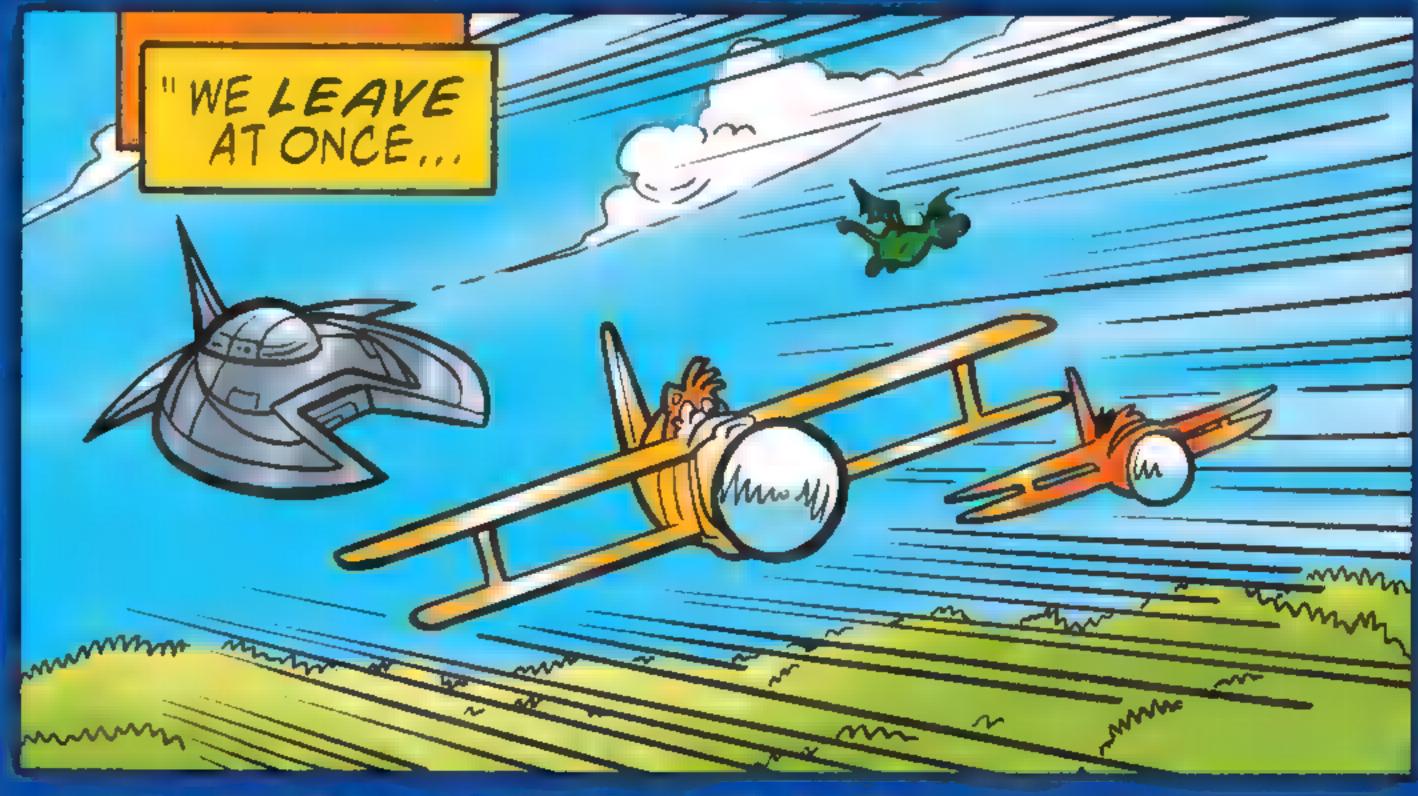


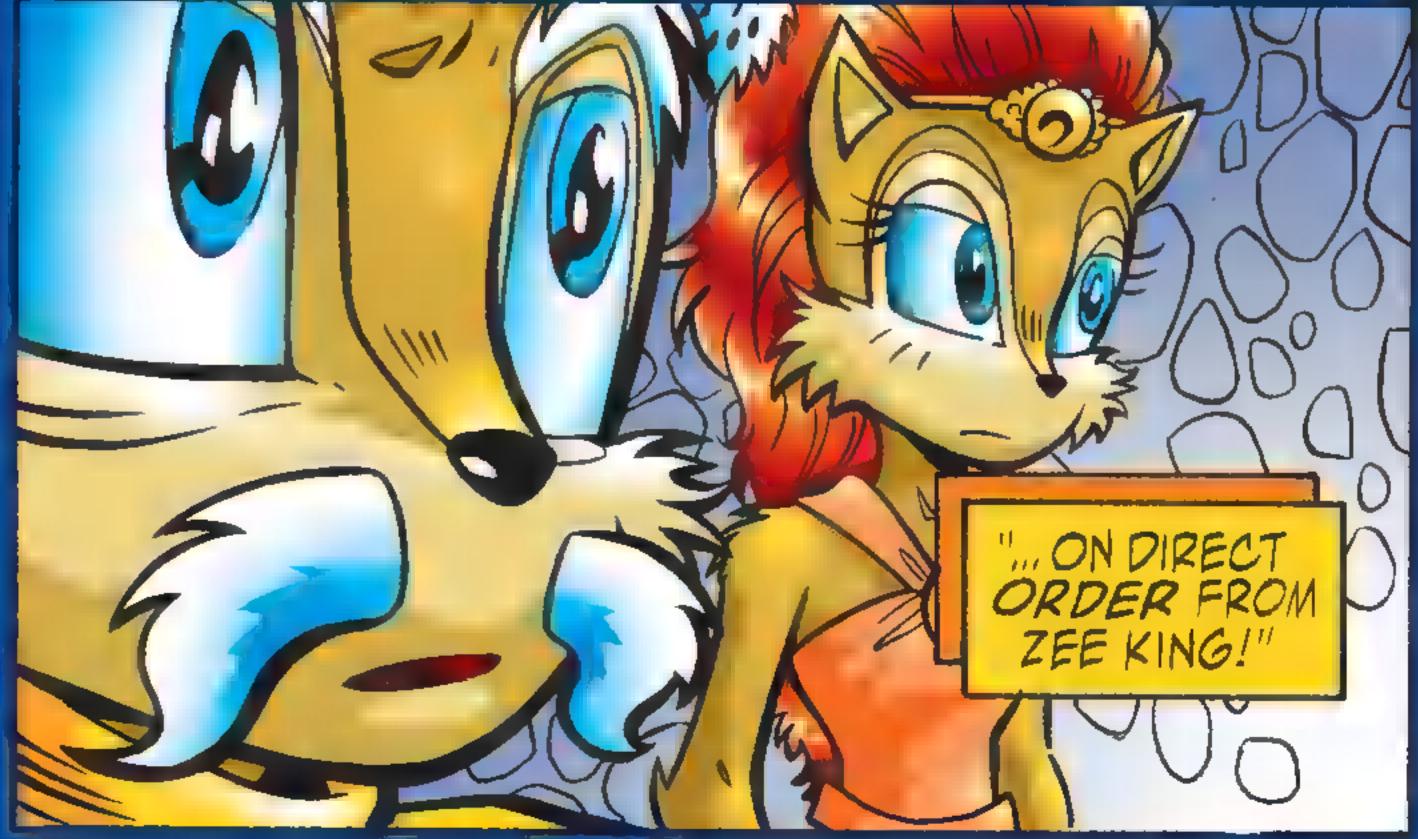


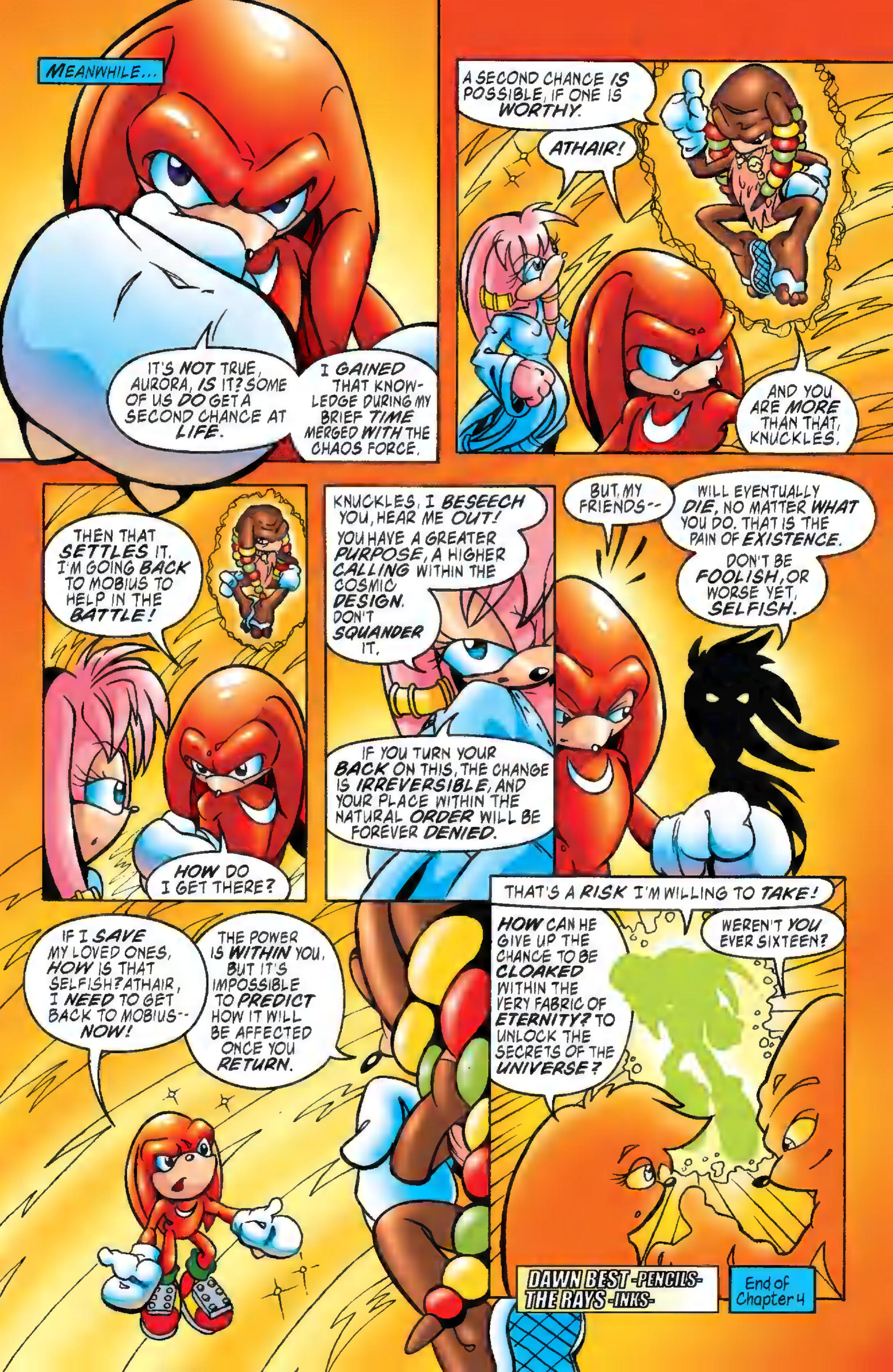


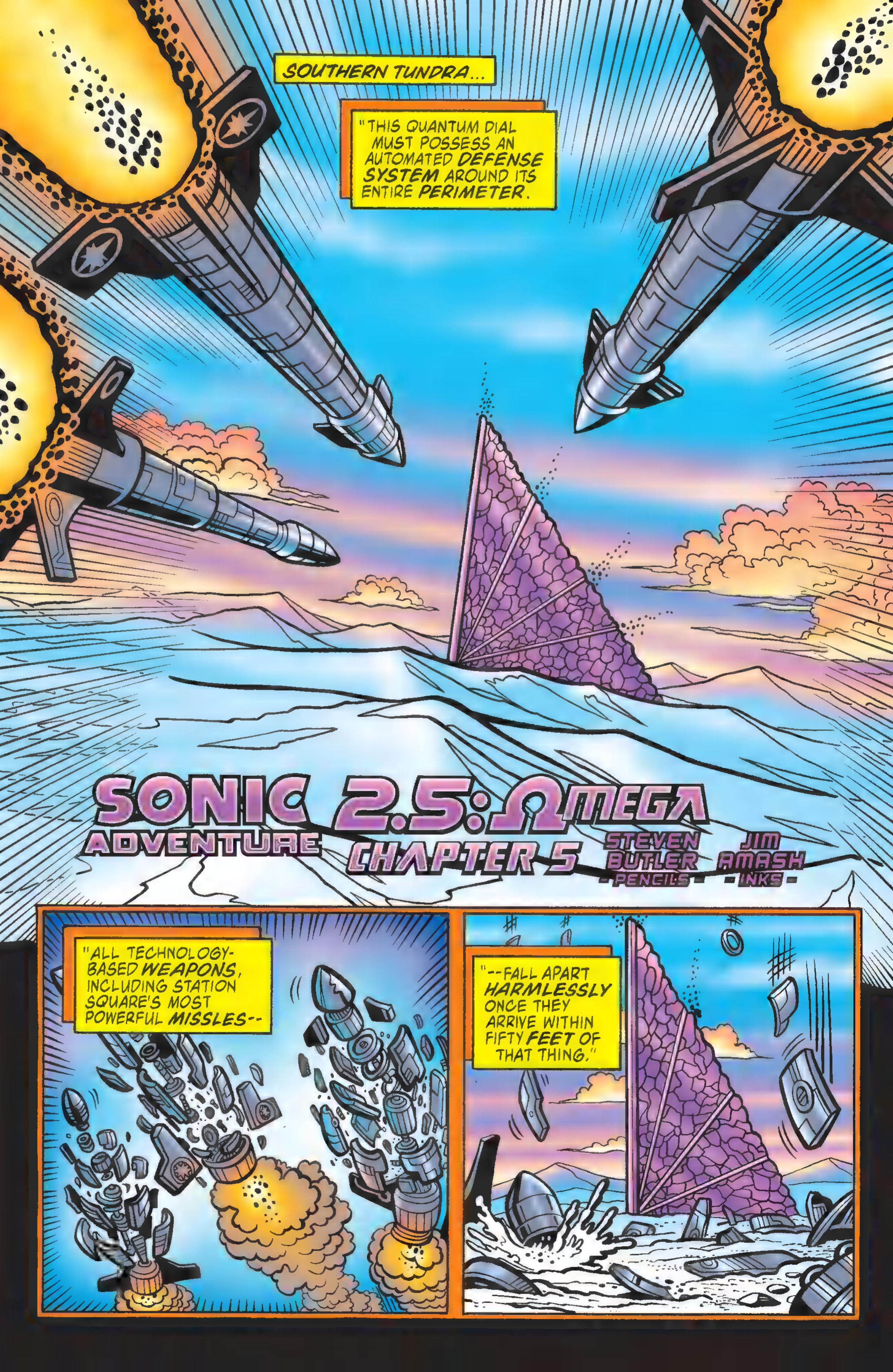






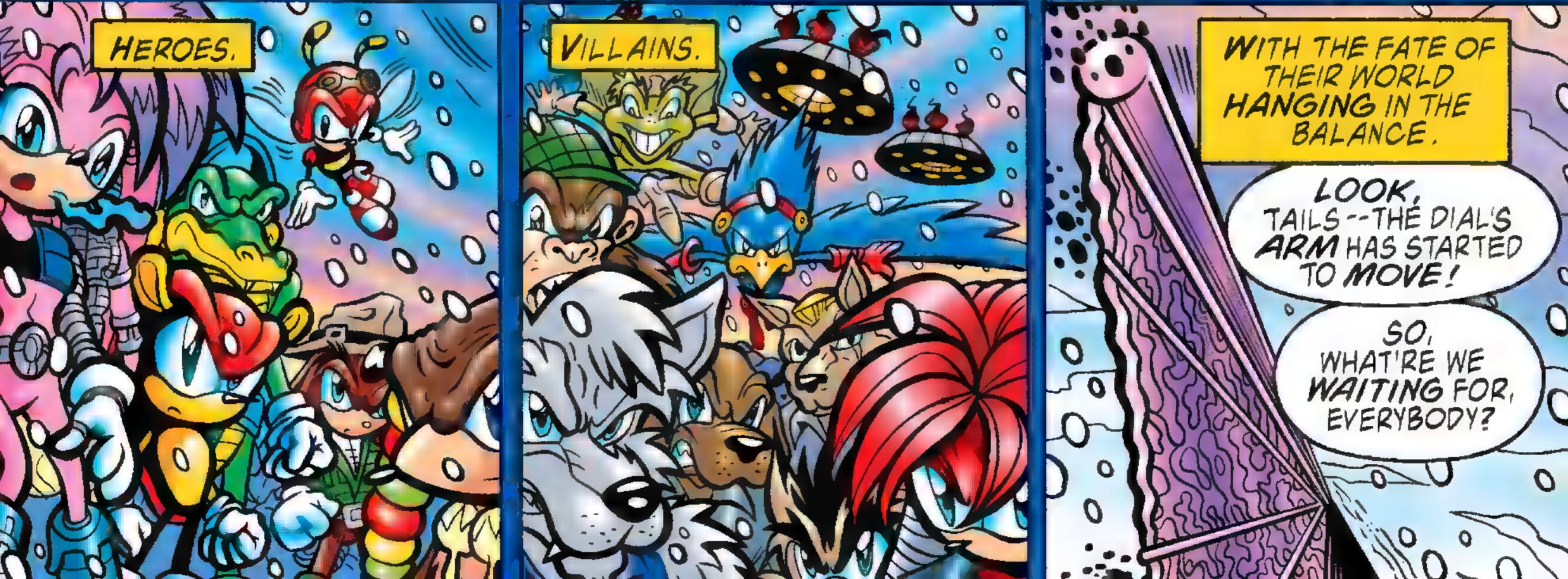




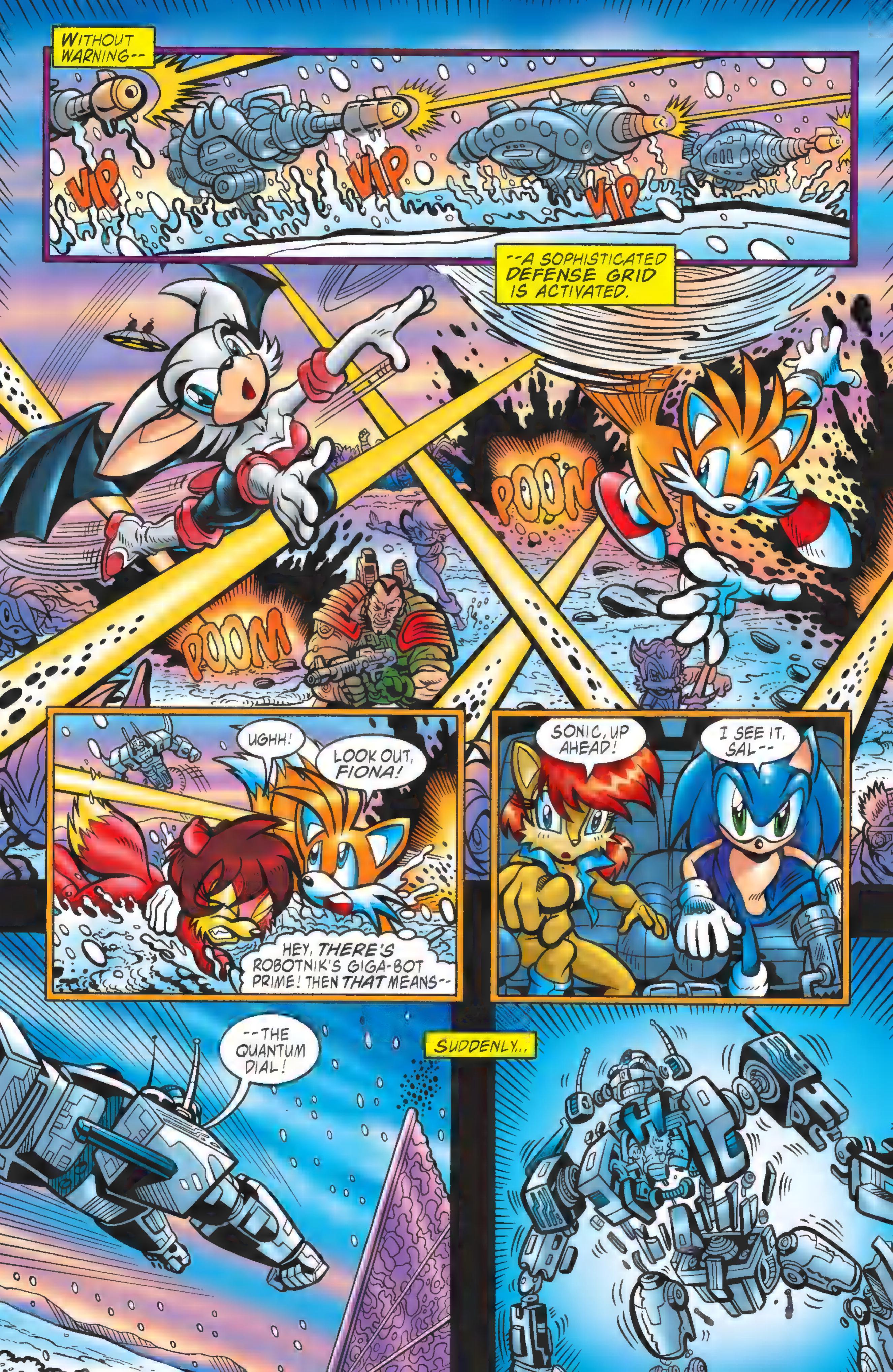




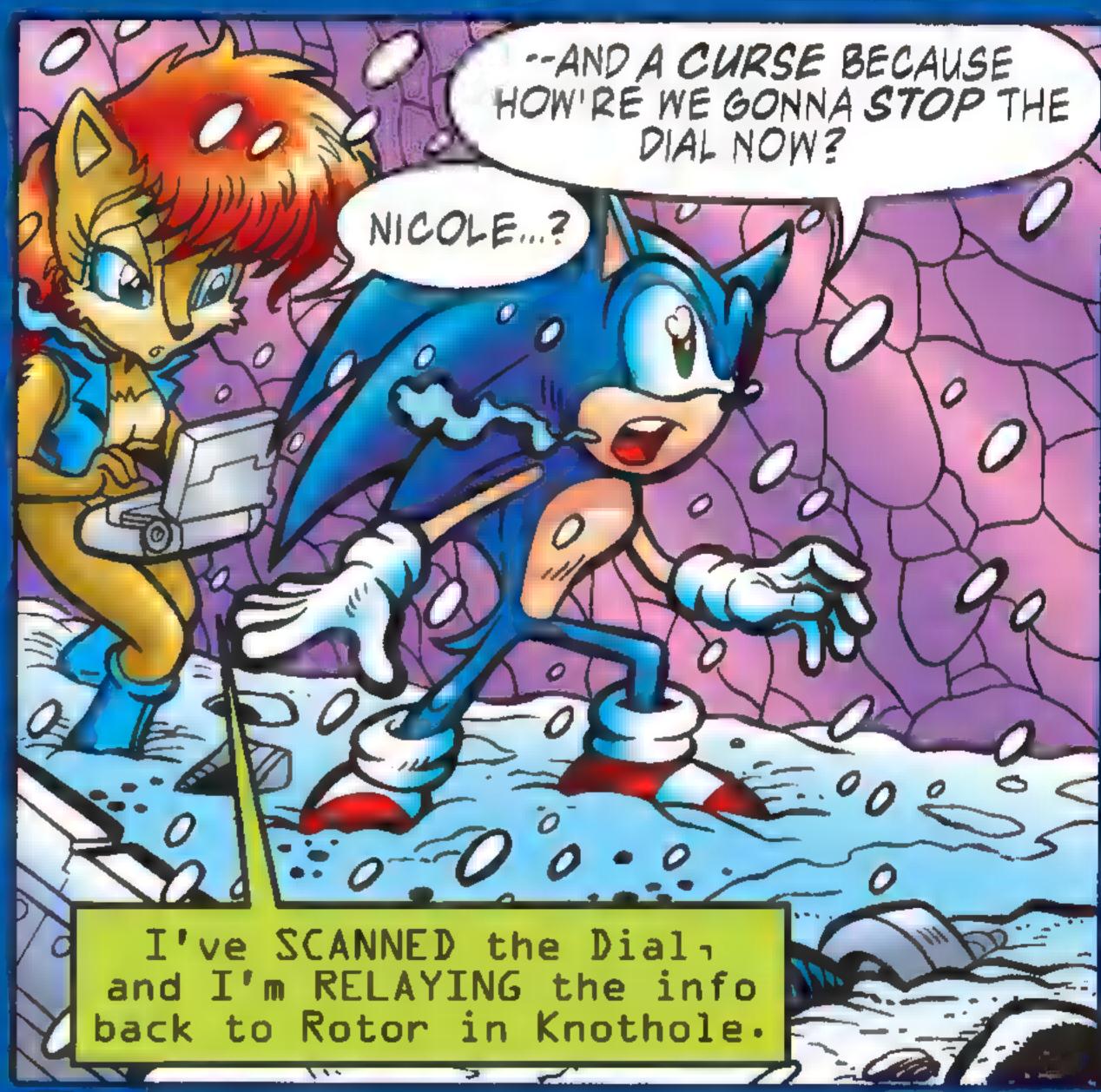


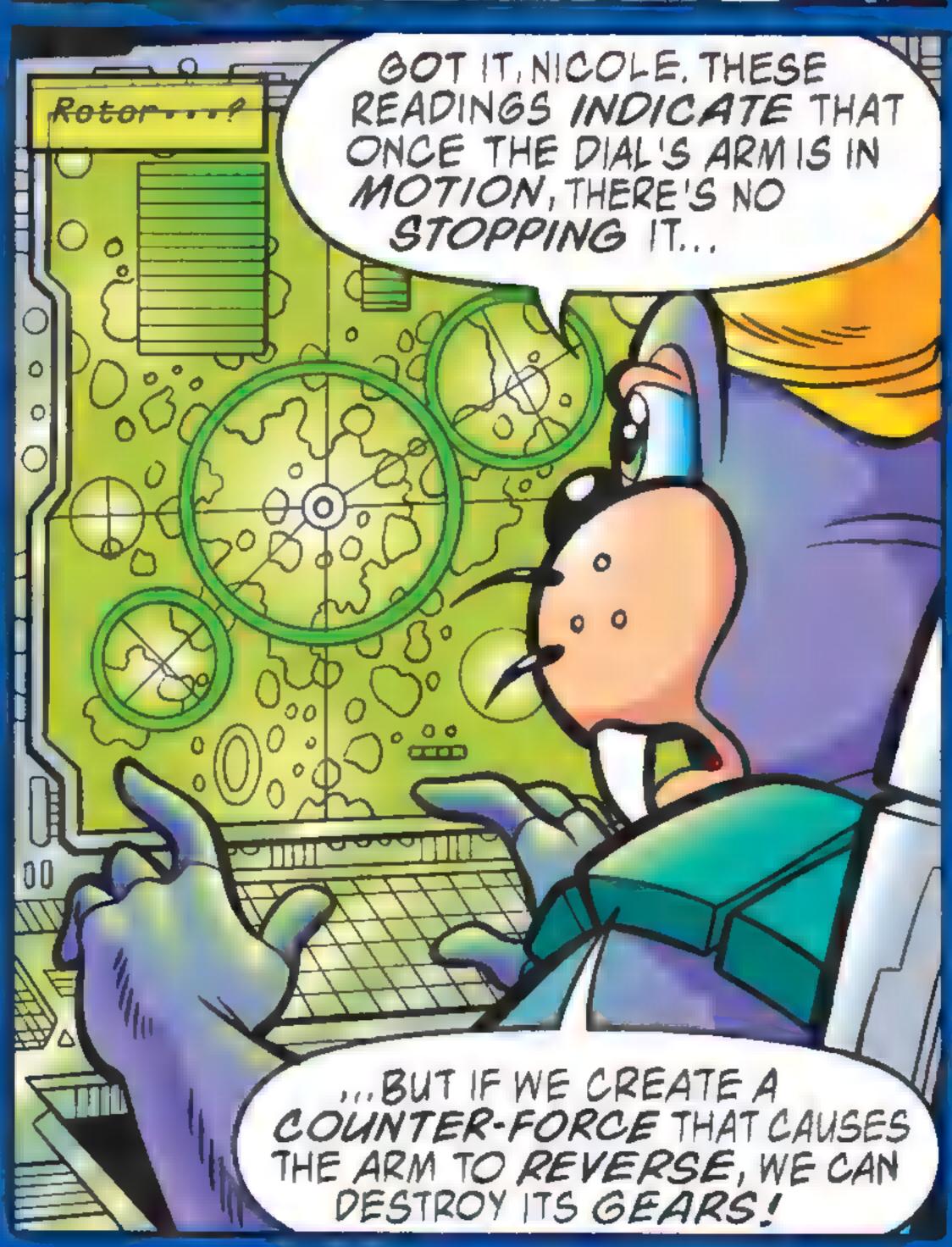


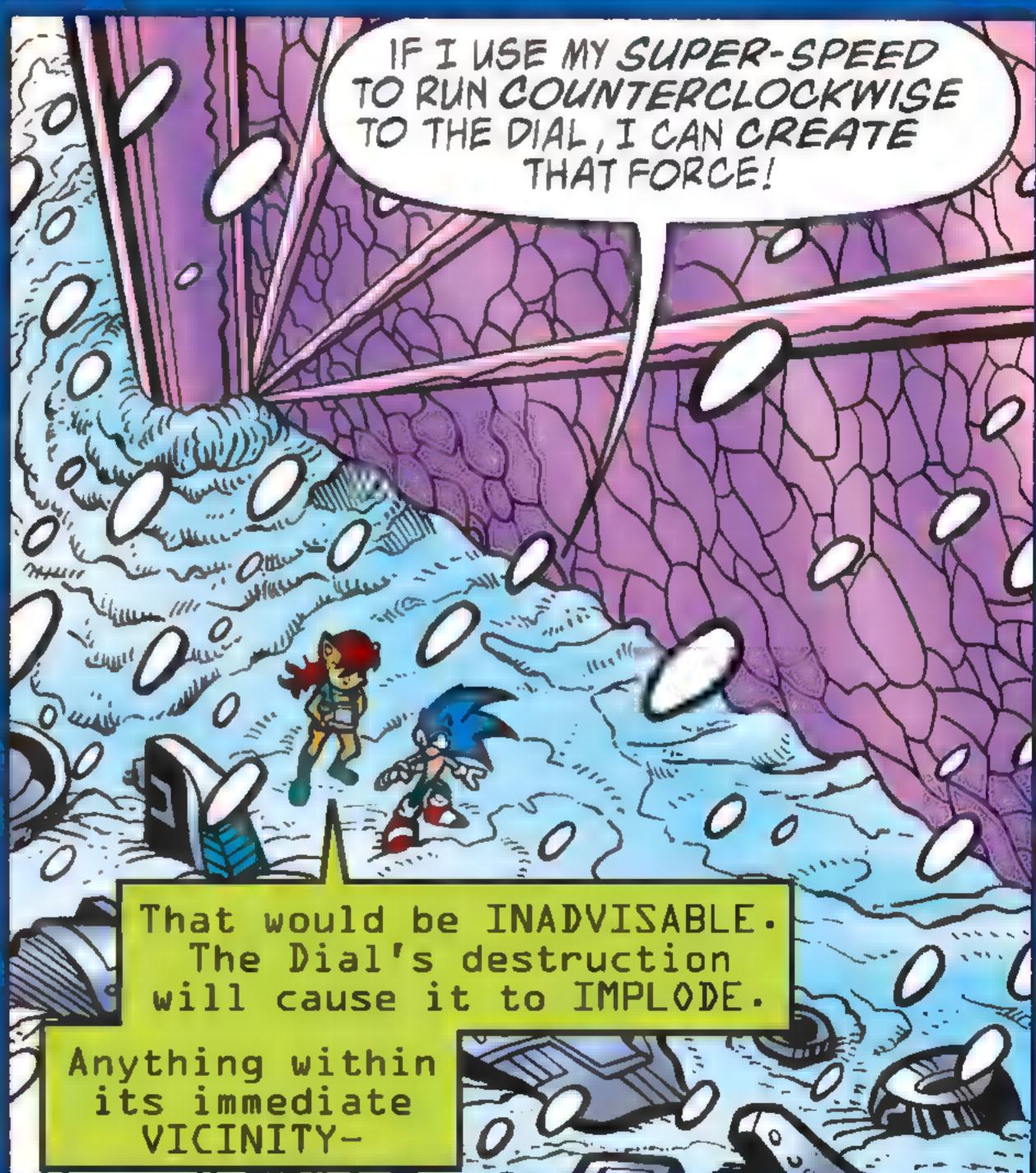


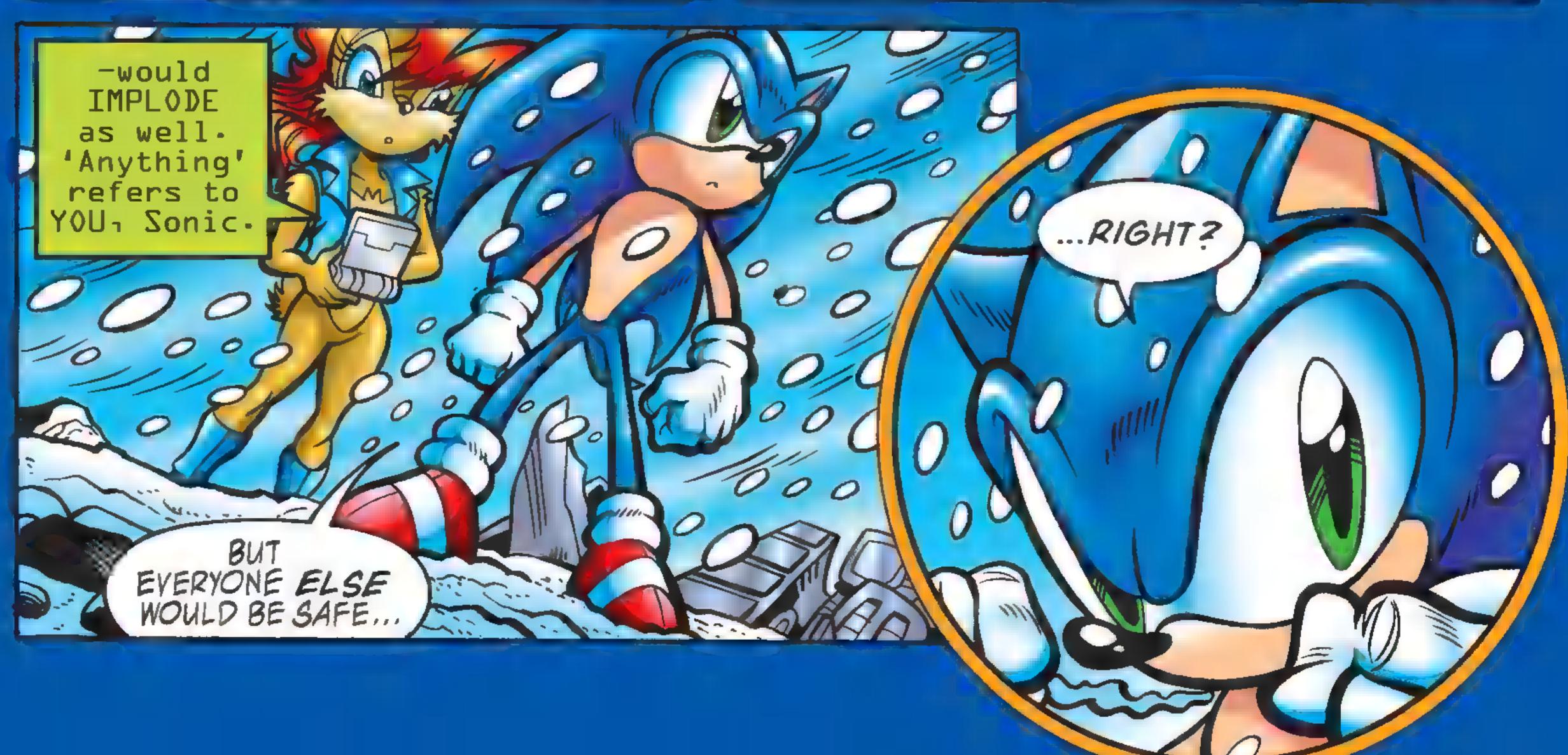


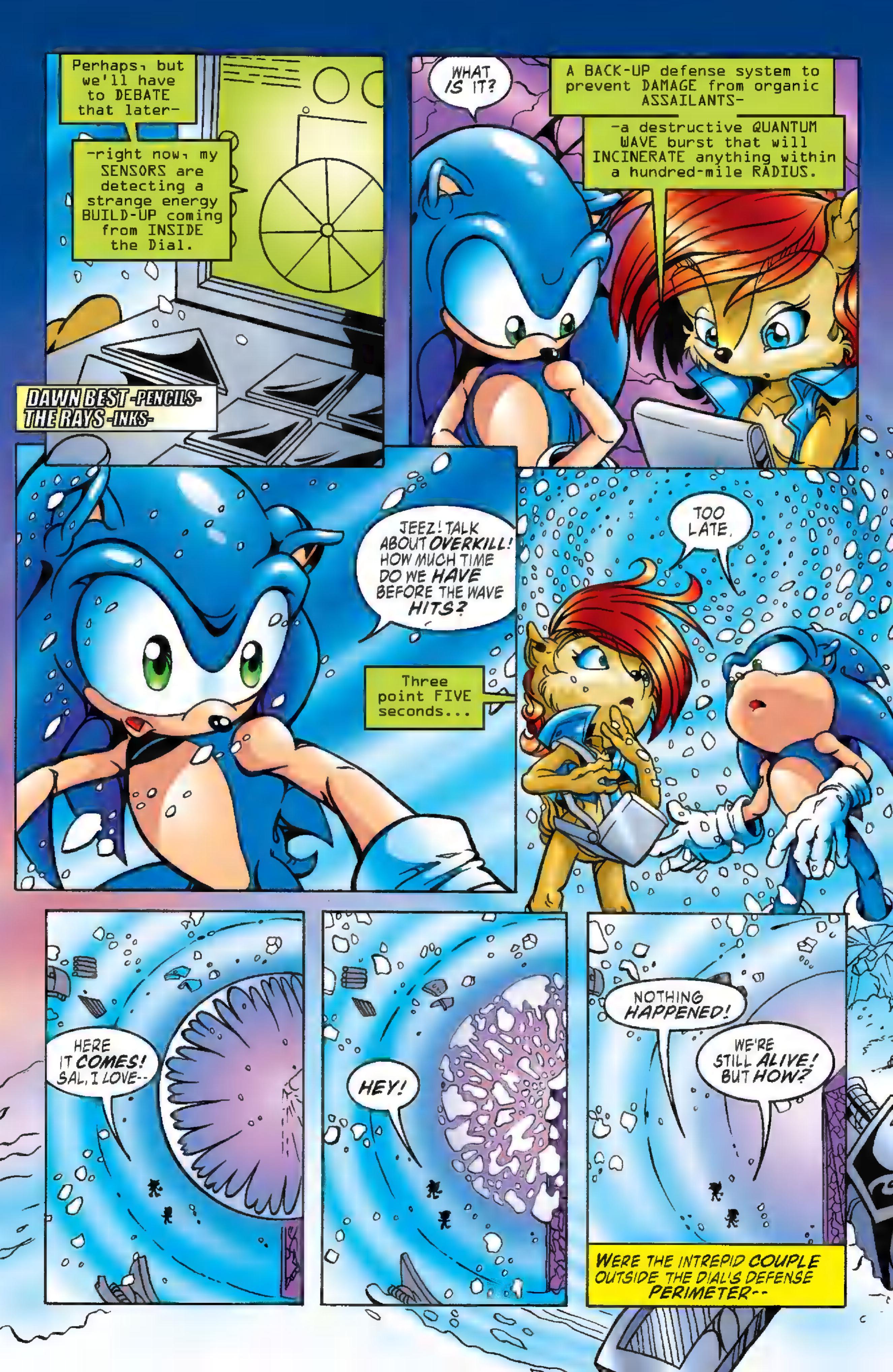


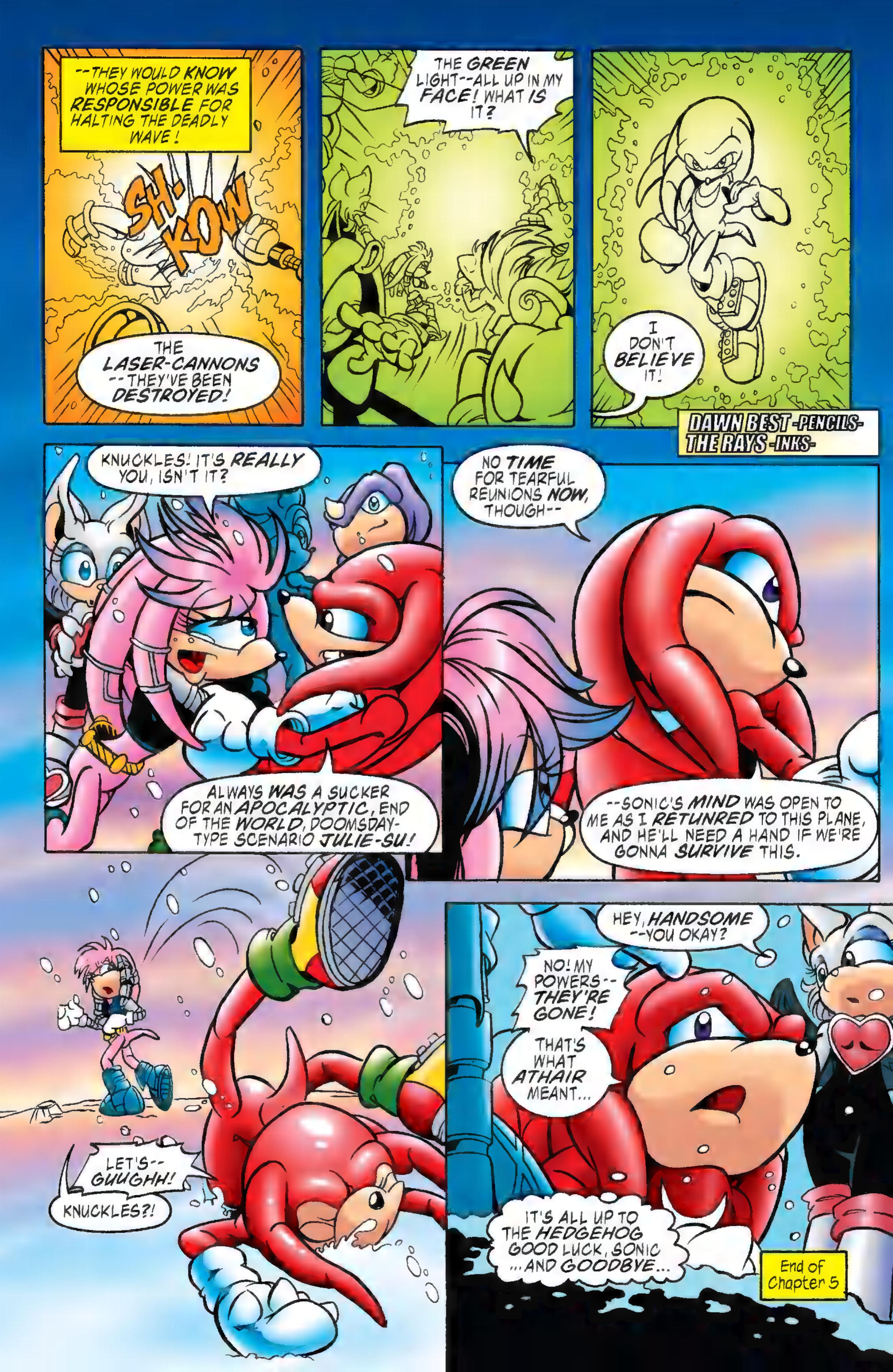


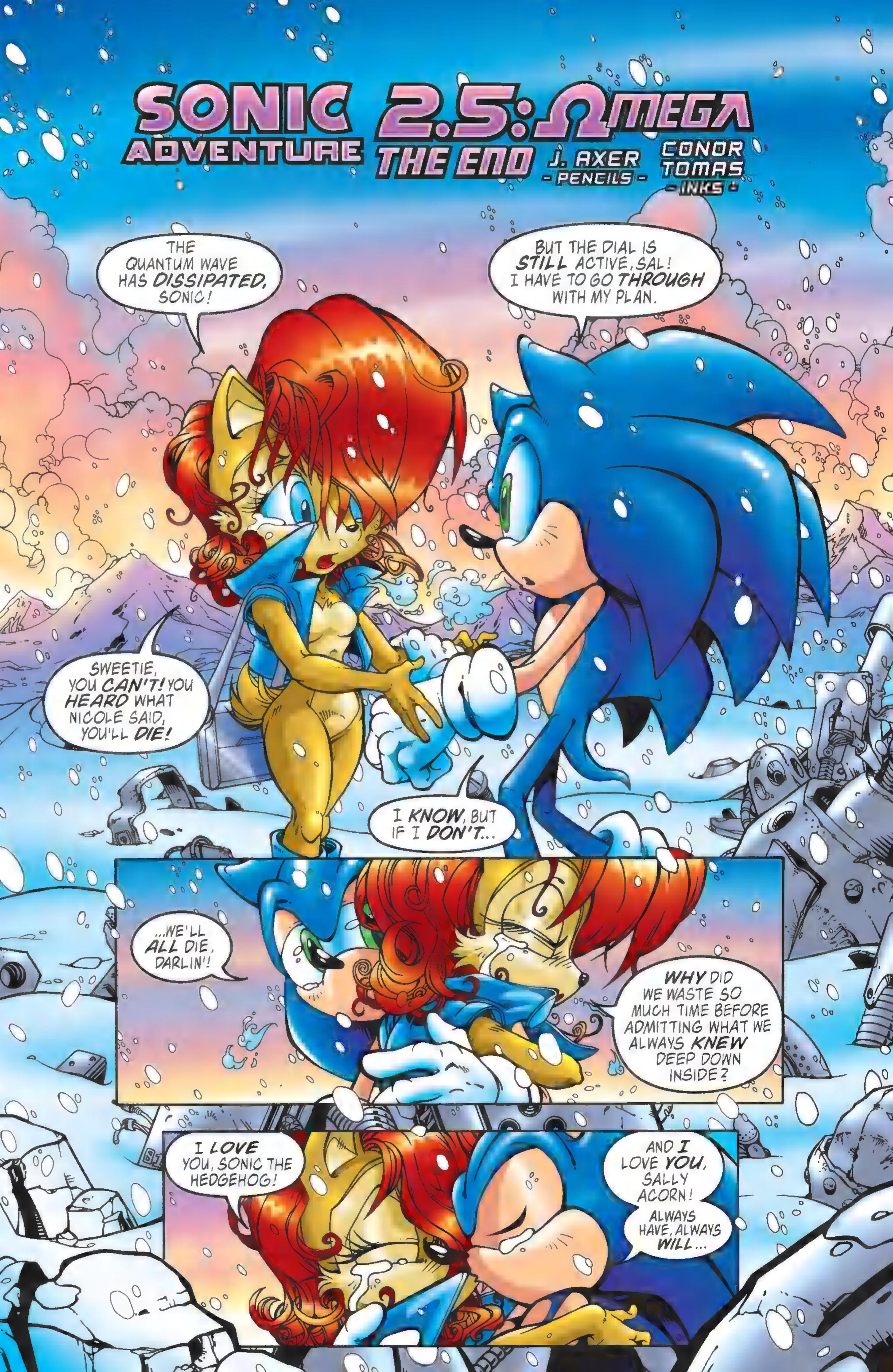


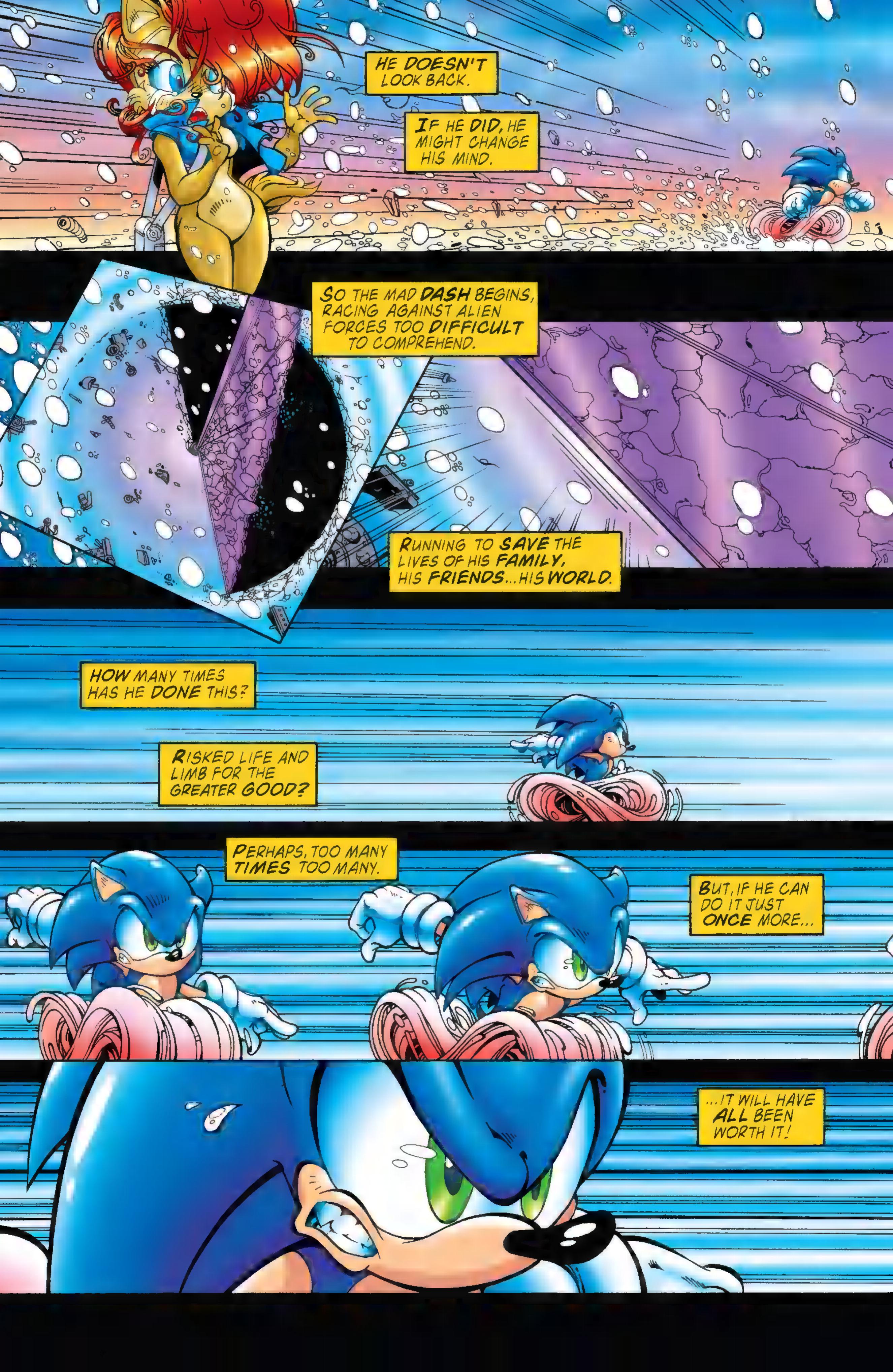




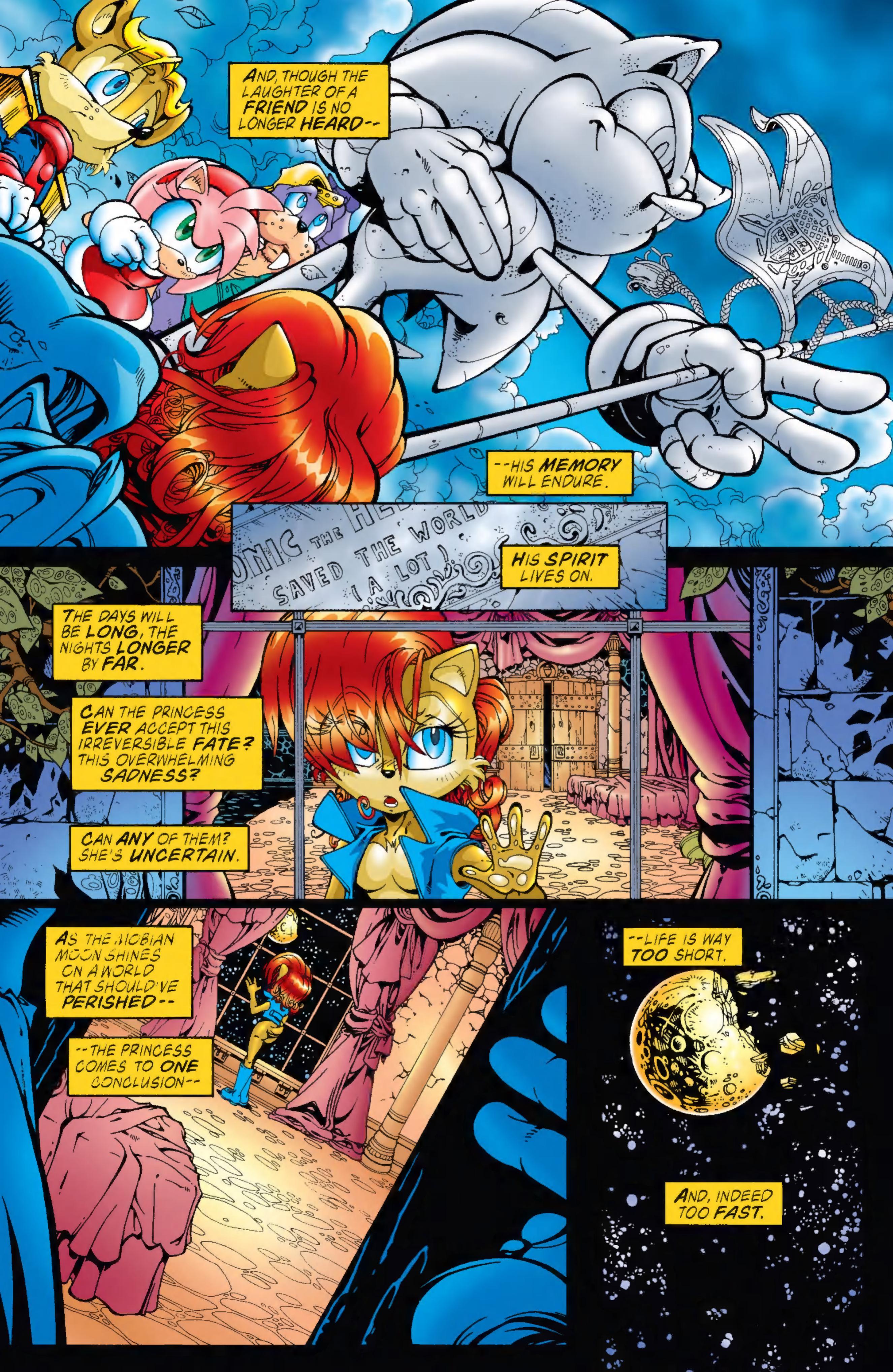
















## Greetings and salutations, Sonic fans!

My name is Justin Gabrie and I welcome you to the 10th Anniversary issue of the Sonic The Hedgehog comic. The last ten years have been one wild ride for the Blue Blur in his comic book form. We hope the next ten years will be even more exciting, so keep reading as Sonic's wildest adventures have yet to be chronicled. I'd like to take this opportunity to thank the fans that have been supporting this book all these years. In the end, we could not have done it without you. I'd like also like to thank the writers and artists that have brought these stories to life month after month for the last decade, as well as our publishers Michael Silberkleit and Richard Goldwater, Managing Editor Victor Gorelick and the staff at Archie Comics. I would also thank the staff at SEGA, specifically their Licensing reps Robert Leffler and Takuma Hatori for their constant assistance. Above all, I wish to thank, none other than the creators of every single Sonic game ever made, Yuji Naka and his Sonic Team. Without them, the character this comic is based on would simply not exist. Arigato, Naka-san. Now, I am honored to present a special message from him, so without further ado... YUJI NAKA!



From Sonic's birth back in 1991, Sonic has appeared in many forms across many different media. While Sonic originated on a home console, he quickly made his way to the arcades, and was soon transformed into a toy line, TV cartoon, and even a comic series. Perhaps the largest reason why Sonic has made it this far and has enjoyed so much success is because his fans have showed continual love and support through the years. And for this, we are grateful.

When "Sonic The Hedgehog" was born on the Genesis, we went through what seemed like an endless period of trial and error, trying to find the perfect new action hero; something that nobody had ever seen before. The game itself was a high-speed adventure that allowed players to experience a sensation never before felt, married with gameplay simple enough so that anyone could play. The final element to the game was the hero: a hero that represented righteousness and freedom yet exuded a sense of "cool." And while Sonic was a character that was vastly different from the norm at the time, people around the world accepted him. And at that moment, we knew that this new stance of challenging the accepted norm was absolutely appropriate for Sonic himself as a character... Perhaps one could say that this new stance changed Sonic's very destiny.

And now, 12 years have passed since those humble beginnings, and we are standing on the brink of what we would like to celebrate as a "Sonic Year." It is a year in which we would like to express our thanks to our fans that have supported us all these long years, as well as a chance to introduce Sonic to our future fans.

To that purpose, we decided to release "Sonic Mega Collection" and "Sonic Adventure DX" for the Nintendo GameCube. We wanted people who have yet to experience the rich history of the Sonic series to be able to understand the heritage, and keep the history alive and untarnished. In addition, we have brought to the market a cellular phone game, as well as "Sonic Advance 2" for the GameBoy Advance. In fact, we are currently considering our options for bringing Sonic to Nokia's N-Gage. Furthermore, we plan to take Sonic's evolution to the next level with the next Sonic action game that is currently in development.

Beyond our games, we are planning to bring Sonic to a greater audience, primarily to the children of the world, through a program that we have not done in over 7 years: a McDonald's Happy Meal promotion, starting this summer. In addition, the new TV animation series, "Sonic X," debuted this past spring in Japan. Of course we would love all of the children of the world to enjoy the series, so we are currently planning a worldwide release as well.

Across borders and across generations, we will continue our oath of creating characters that will be loved through the years. Sonic will continue running, with us at his side, for many years to come.

Yuji Naka

President & GEO, SONICTEAM, LTD